

# STAR WARS STARFIGHTER™

Unlock all  
**Bonus  
Missions!**



Tri Pham  
Jeff Barton  
Michael Littlefield

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# STAR WARS STARFIGHTER

## Prima's Official Strategy Guide

Tri Pham  
Jeff Barton  
Michael Littlefield

**Prima Games**  
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A long time ago in a galaxy far, far away...

### **STARFIGHTER**

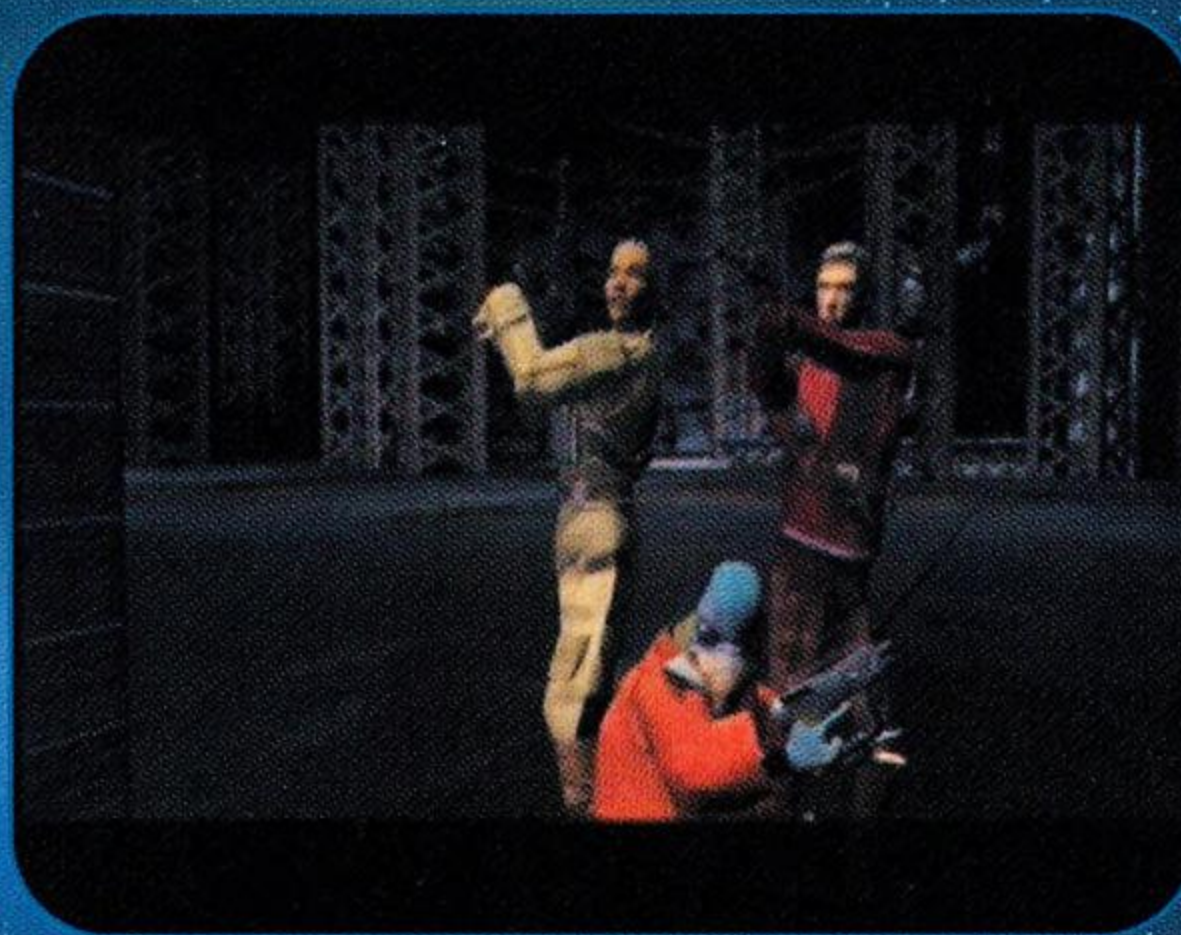
**The galaxy stands on the brink of war. In the Outer Rim, the greedy Trade Federation is mobilizing a secret army to strike at peaceful Naboo. Amidst growing tensions, Bravo Flight trainee RHYS DALLOWS prepares to fly Royal Escort and protect the Queen.**

**Meanwhile, the mercenary VANA SAGE has undertaken a dangerous assignment for the Trade Federation, a mission that will lead her to a perilous discovery.**

**And on the planet Lok, the pirate captain NYM prepares for his next raid, unaware that the Trade Federation is planning a deadly gambit that will spell doom for his homeworld and force three unlikely heroes to save the galaxy....**

## Game Introduction

The galaxy is in peril and only you can save it. Throughout this beautifully-crafted game, you take on the roles of our three heroes: Rhys Dallows, Vana Sage, and Nym. You'll be involved in massive battles in space as well as planet-side missions. Tensions run high and the action is fierce. You need all the help you can get.



**Star Wars Starfighter™** —*Prima's Official Strategy Guide* is the tool to tip the scales in your favor. The "Flight Training" section is the perfect place to get your feet wet. Learn all the tricks to flying and aerial dogfighting. The advantages and disadvantages of each starship are spelled out here also.

After you've graduated from the Flight Training section, you can move on to the actual missions. Turn to this section if you're stuck. We reveal how each mission objective and bonus goal can be achieved on the Hard difficulty setting. Sometimes, this involves general strategy. Other times, it involves the precise execution of tasks in a sequential manner. There's always more than one way to complete a mission. Consider us your astromech droid: we point out the key points and let you fly the mission. May the Force be with you.



# Game Modes and Options

## Play



This is the regular mode where you play the actual missions. The 14 missions run in a sequential order, but after you beat a mission you can go back to it through the Mission Selection screen and play it as many times as you want. You also can change the difficulty settings and replay those missions where you might not have accomplished all the bonus goals.



## Missions

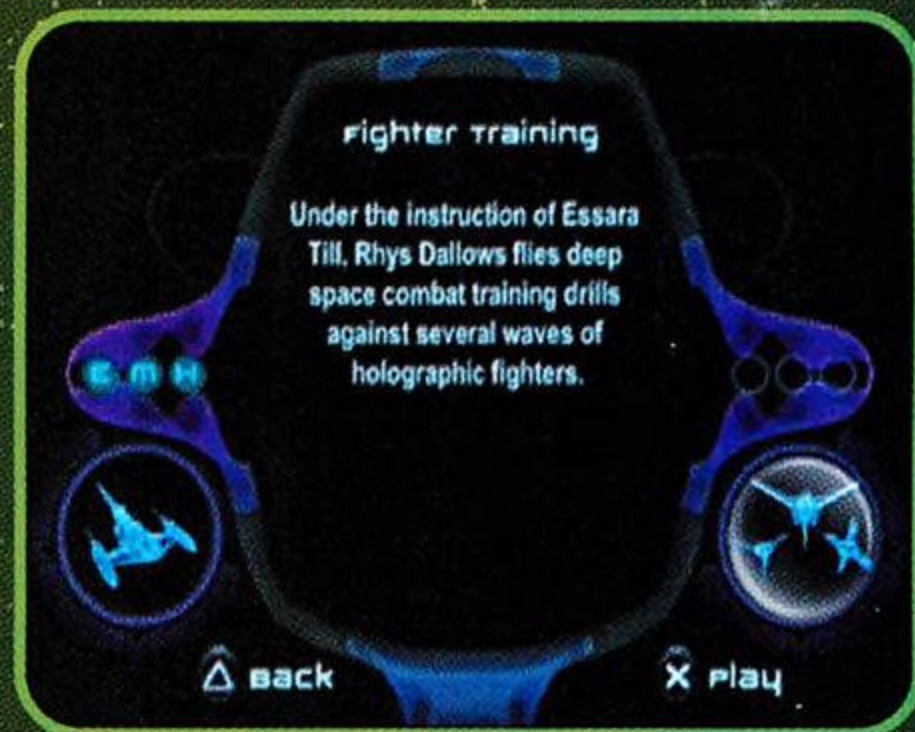
Naboo Proving Grounds  
The Royal Escort  
Contract Infraction  
Secrets on Eos  
Piracy above Lok

Valuable Goods  
Eye of the Storm  
Taking the Offensive  
The Crippling Blow  
The New Resistance

Midnight Munitions Run  
Rescue on the Solleu  
Last Stand on Naboo  
The Final Assault

## Bonus Missions

Bonus missions contain 12 extra game features. Six are actual missions, four are vehicle selections, and two are for a multiplayer option. These different features are unlocked with certain medals: bronze, silver, or gold. Bonus missions can only be unlocked by earning medals in the regular missions. Each bonus mission requires certain medals from a combination of regular missions in order to be unlocked.



**TIP**

To unlock the bonus missions, you only need to earn those medals listed for each bonus mission on the Easy, Medium, or Hard difficulty setting. Set the regular missions to Easy to unlock the bonus missions more quickly.

## Bonus Missions

Fighter Training  
Ground Attack Training  
Charm's Way

Canyon Spirit  
Outpost Attack  
Space Sweep

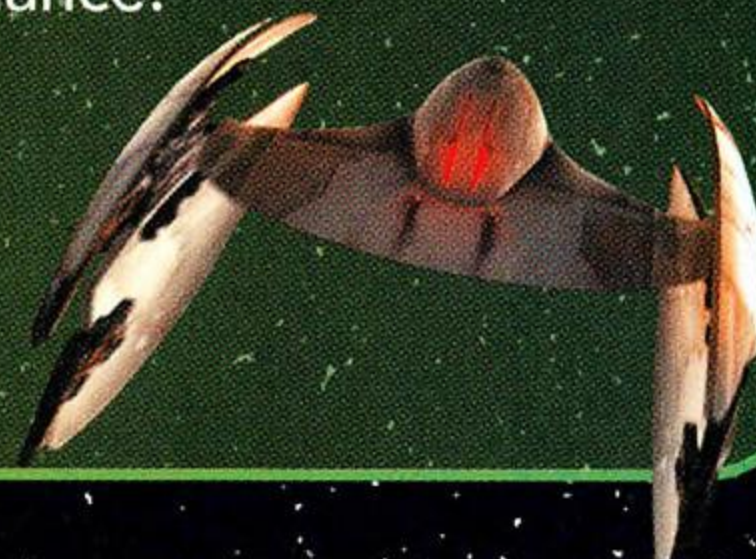
## Vehicles

Once unlocked, these vehicle selections allow you to return to any mission with that vehicle. Want to fly the Naboo Proving Grounds with the *Havoc*? Here's your chance.



Guardian Mantis  
Havoc

N-1 Starfighter  
Infiltrator



## Two-Player Missions

Go head-to-head with a friend in these competitions.

Canyon Race  
Capture the Flag

## Load Game

Here you can reload a previously saved game. You can save up to eight games on a memory card. As you play through the game your progress is saved automatically to a memory card for later use. When you return to play the game, you can pick up where you left off.

## Options

### Controller Setup

Use this option to modify the controller to your liking. You can customize your controller configuration, y-axis, vibration, or analog stick sensitivity.

### Sound Setup

This option allows you to adjust the sound of the game. You can modify the music, sound effects, voice, or stereo/mono features.

### Save

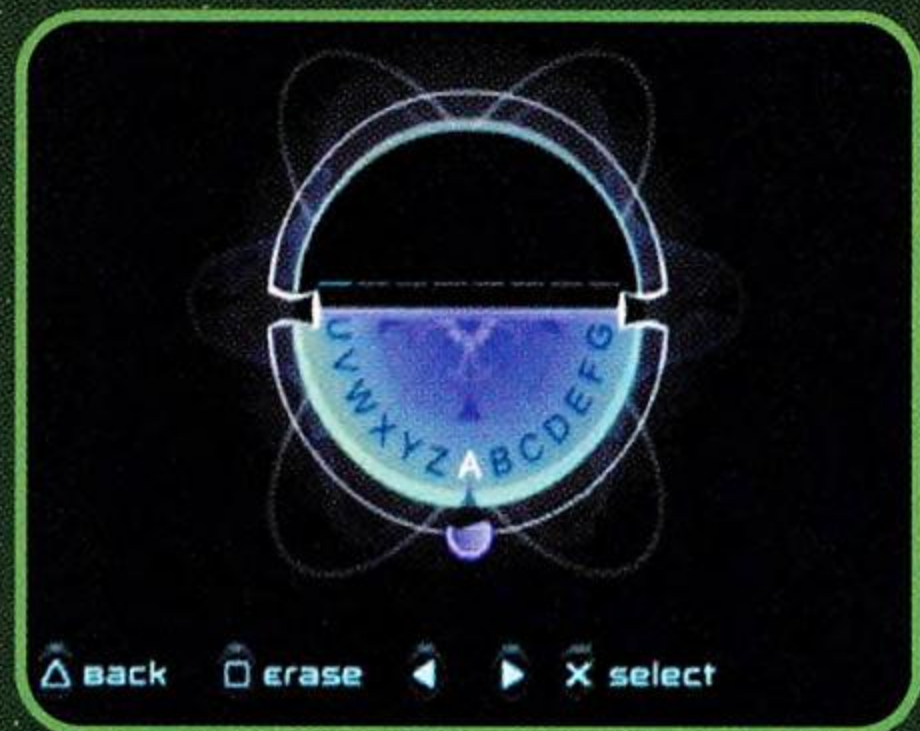
This option saves any changes you have made to the settings.

### Code Setup

Find any cool codes? Here is the place to enter them. Type in the code, then select it for your results.

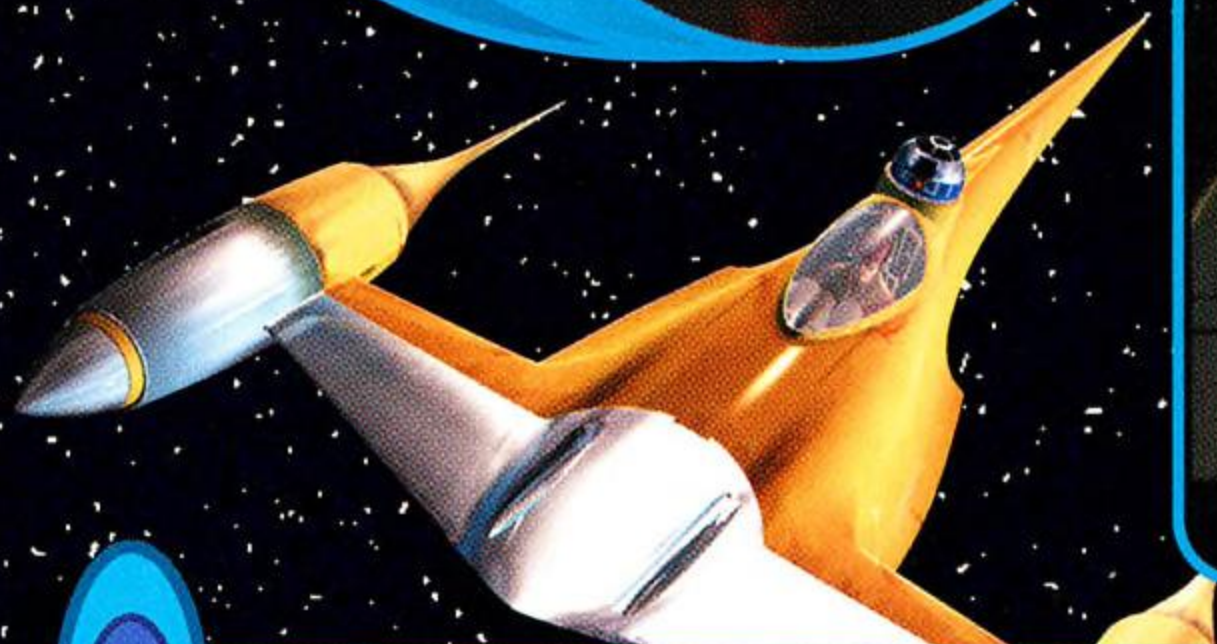
### Defaults Restore

If you're not happy with the changes you have made, use this to return to the previous settings.





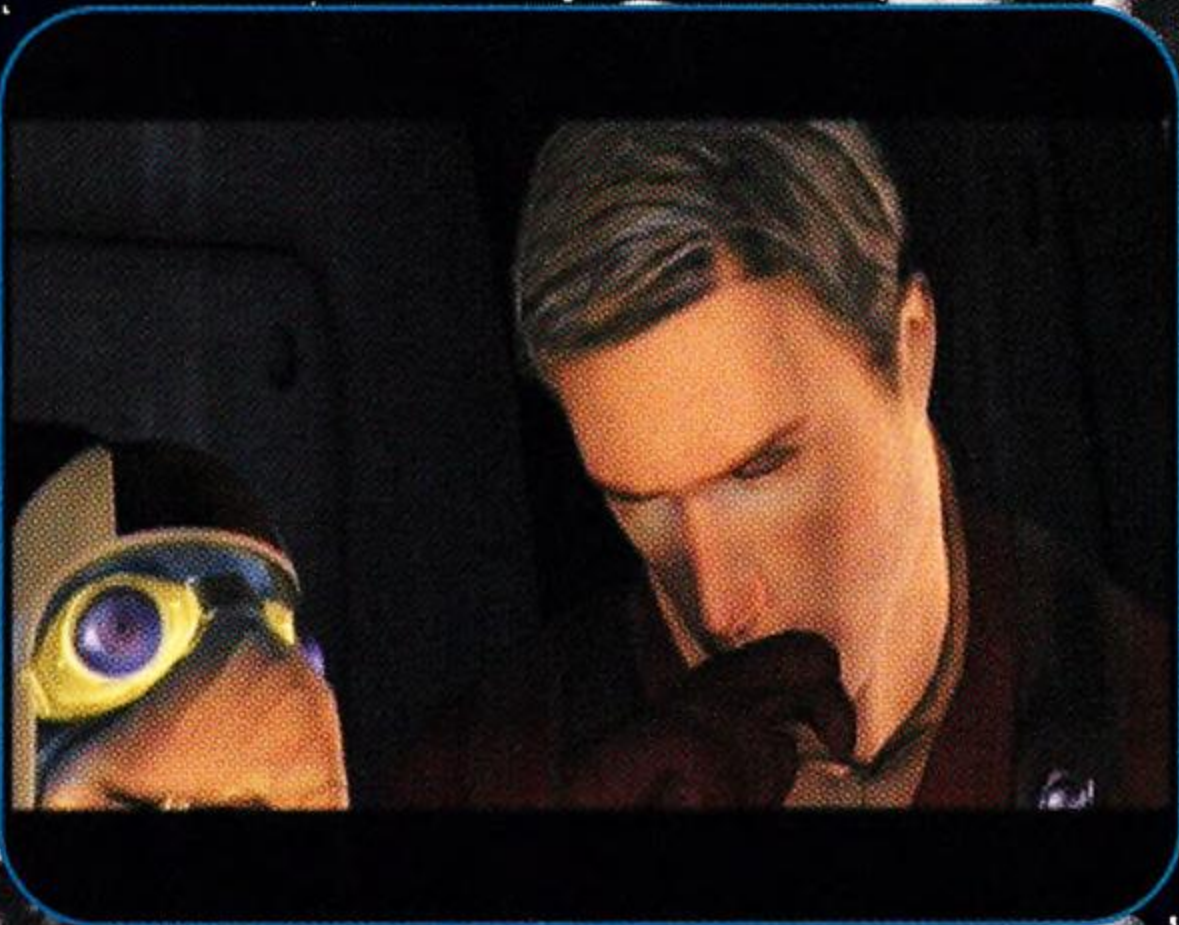
## Rhys Dallows



*Born on the edge of Theed, Naboo's capital city, Rhys is a strong-willed rookie pilot who always dreamed of joining Bravo Flight. Raised by his schoolteacher mother, Rhys never really knew his freighter pilot father, who went missing during a routine mission. Much to his mother's dismay, Rhys yearned to follow in his father's footsteps and travel the galaxy.*

*Rhys gets his chance to suit up when he is invited to join Bravo Flight and defend his homeworld. While he has much to learn about space combat, he quickly finds guidance in ace fighter pilot, Essara Till, the daughter of a Naboo politician. Under Essara's tutelage, Rhys learns both defensive and offensive maneuvers.*

- Age: 22
- Gender: Male
- Species: Human
- Origin: Born and raised on Theed, Naboo's capital
- Starfighter: Standard N-1 Starfighter





## Vana Sage

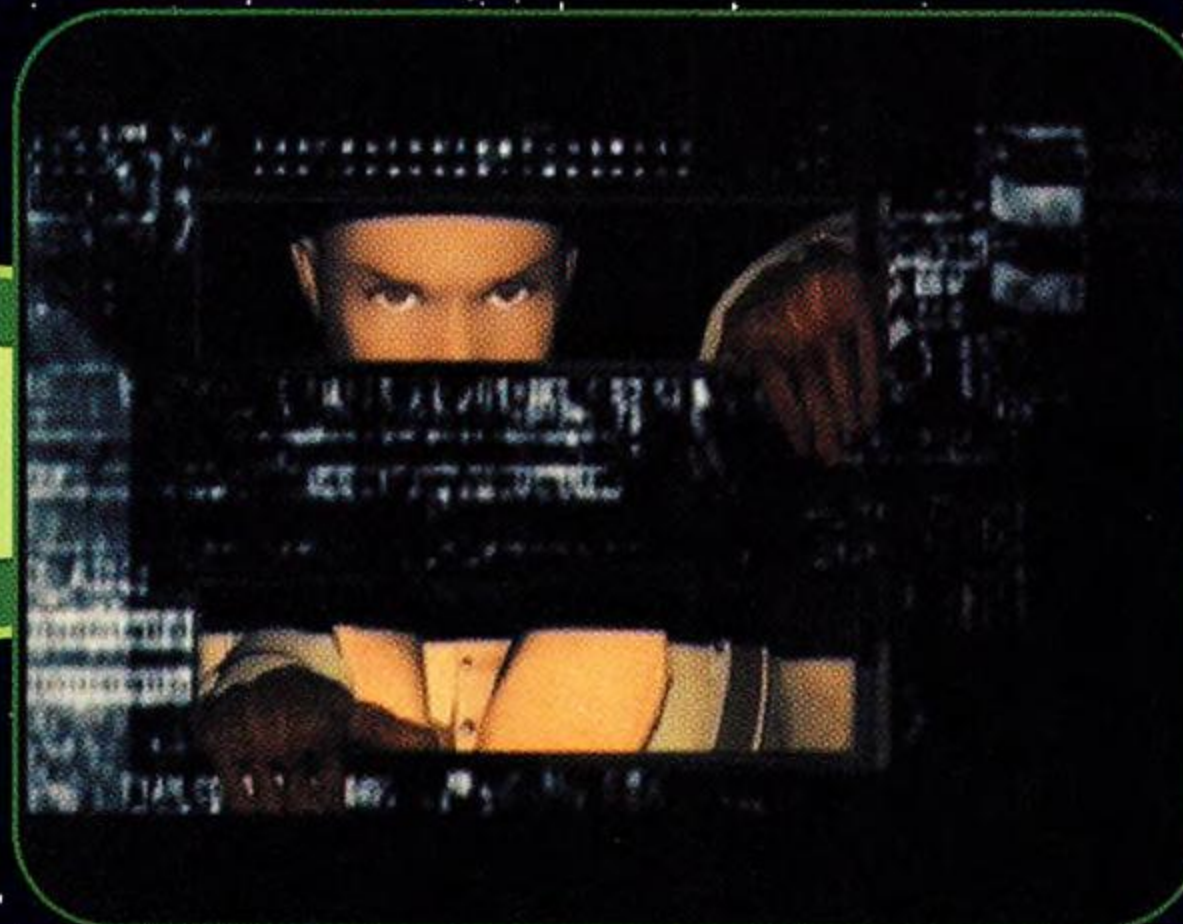


- Age: 30
- Gender: Female
- Species: Human
- Origin: Raised on Alderaan
- Starfighter: The Guardian Mantis



**A disenchanted starfighter pilot, spy, and adventurer, Vana grew up on Alderaan and left the planet at age 15 to work side-by-side with several bounty hunters. Her adventures took her to Naboo, where she served in the Royal Security Forces. Vana felt at home there, but she also believed the government was foolish not to build a stronger military force. After Vana's requests to strengthen the military were rebuffed, she left the planet.**

**Since then, Vana has gained a reputation for working for the highest bidder. Recently, she used her keen tactical mind to capture the alien pirate, Nym, for the Trade Federation. Vana is still employed by the Trade Federation, but she's beginning to feel uneasy about the alliance.**

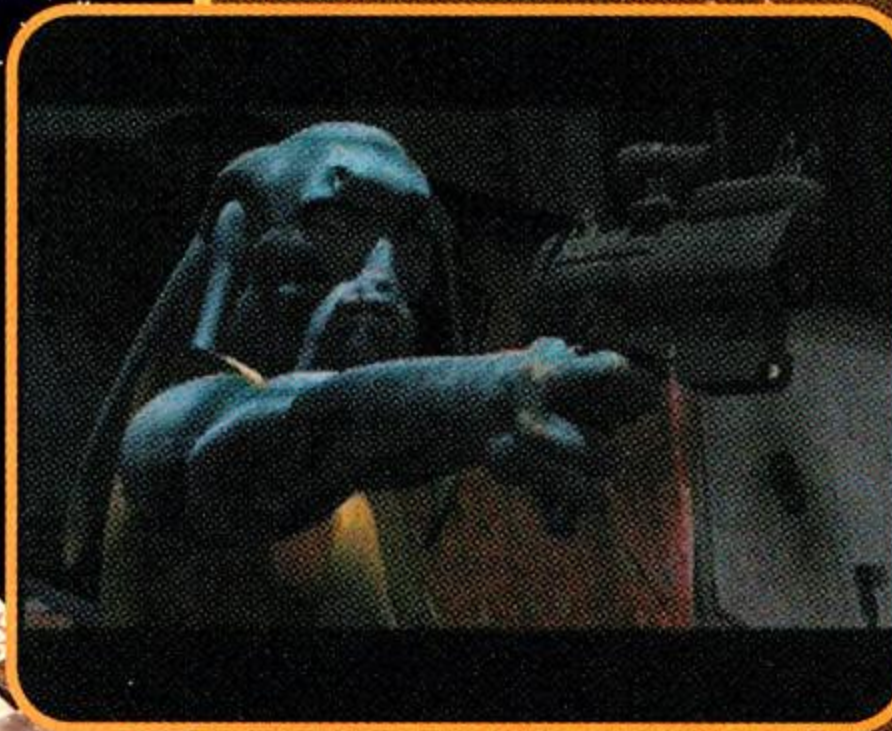




### Nym

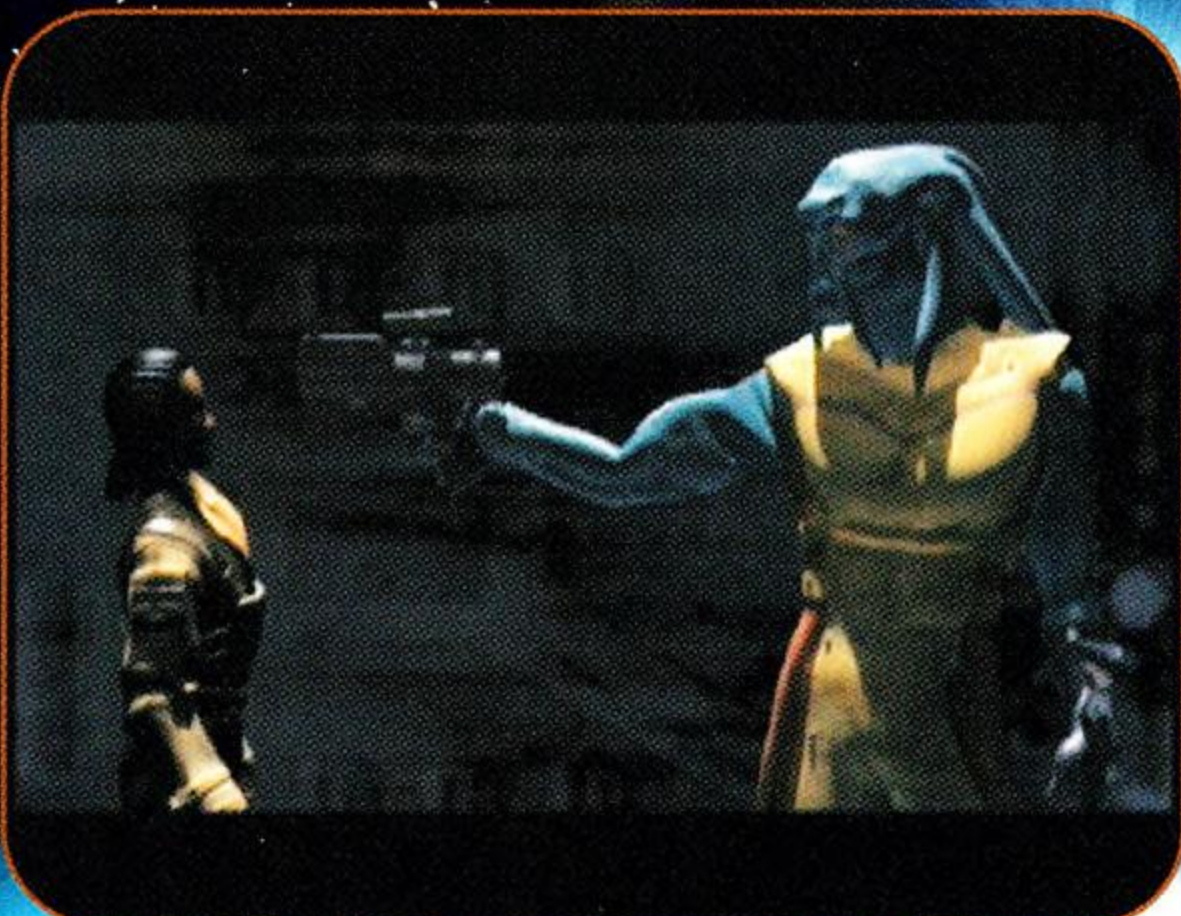


Orphaned at an early age, Nym is a Feeorin, an alien species found on a few Outer Rim worlds. Criminals on the planet Lok raised Nym, but his meager upbringing gave him plenty of time to hone his tactical skills. Regarded as a brilliant tactician, he is a respected pirate captain. Nym is just greedy enough to keep his pirate crew in business, and he often plans nonviolent raids among the Core Worlds.



Nym's banditry recently became bothersome to the Trade Federation, who hired Vana Sage to capture him. While Vana was able to detain him briefly, Nym's crew helped him escape from the clutches of the Trade Federation. As a result, Nym is more willing than ever to put Trade Federation targets in his sights.

- Age: 30s
- Gender: Male
- Species: Feeorin
- Origin: Raised on the planet Lok
- Starfighter: The Havoc



# Flight Training

Before you take on the Trade Federation, be familiar with your starfighter. While your starfighter's fancy weaponry can make you a formidable opponent, you're harmless if you don't have a solid grasp of flight fundamentals. Perfect the following techniques to make the missions less frustrating.

## Movement

Before you join in aerial dogfights, learn to fly. Here are the basic flying techniques you must know.

### Stop and Go

It's crucial to know when to put the pedal to the metal and when to lean on the brakes.

Why wait for your enemies to come to you? By boosting toward them, you shorten your mission time for those precious bonus goals. Boosting also brings you in closer for a more accurate shot.



Lean on the brakes as you approach stationary or slow-moving threats. Slow or stationary enemies have tough armor or shields. By braking as you approach them, you can pummel them with laser fire while staying far out of their range.

### Power Slide

Power sliding is the quickest way to make a turn, and it's an invaluable tool in dogfighting. It whips you around much faster than a regular turn. The



Use the boost to pick up a little speed.

When you want to turn, let go of the boost and immediately slam on the brakes as you turn. Blamo! How'd you turn around so fast?



power slide also works for turning up or down, not just left and right.

### Rolling and Auto-Level

On space-based missions, don't worry about up or down. But on land-based missions, it is easy to get disoriented if you're upside-down. Rolling straightens you out. Faster yet is the auto-level function. When you activate this function, your starship automatically returns to right side up with the horizon. Steering is really tricky if you're not level with the horizon. Use the auto-level as often as needed.

### Obstacles and Boundaries

Always be aware of your surroundings. Hitting any solid obstacle sends you reeling in another direction. This is costly in combat situations. Your shields also pay the price.

On the land-based missions, invisible "ceilings" limit your altitude. Fly too high and you hit this boundary. It doesn't damage your shields, but it flips you around unpredictably. Running into the ceiling during a raging dogfight means defeat.



One minute, you're flying peacefully into the air...



...the next, you don't even know what direction you're facing.

## Equipment Use

Knowing your cockpit and being able to use it to its full potential is the difference between victory and defeat. Your starfighter's HUD provides loads of critical information.

## Target and Auto Target

Your targeting system is what you use the most. Without it, you're lost. Your targeting system has two modes: manual and auto. The auto target locks on to the nearest enemy. When that enemy is eliminated, it automatically locks on to the next nearest enemy. The locked-on enemy's name is displayed in the bottom left corner of the screen. If you are looking for one particular type of enemy, keep tapping the auto target button until you find it.

The manual targeting system is useful for identifying targets in front of you. Point your sights in the target's direction and tap the manual target button to lock on to it. This is the best way to find targets for your guided secondary weapons.

### NOTE

The auto target feature locks on to the most important target at the moment. Don't doubt; just go after that target.



Press and hold the manual targeting button to activate the sensor targeting system. This lights up all possible targets in your field of vision. Move your sights over a target to make it the current target. This is the fastest way to find enemies in the area.

## Sniper View

Can't see that far? Use your trusty sniper view to zoom in on the action. The sniper view allows you to see and shoot at enemies from a greater distance.

### CAUTION

At long distances, your cannon fire takes some time to reach its target. Shoot *ahead* of a moving target to make sure it hits.



Those holo starfighters sure are hard to hit from this distance.



That's much better!

## Objective Pointer

In the chaos of combat, it's easy to get disoriented. In situations where you must protect or attack certain targets, the objective pointer is your savior. Dogfighting can turn you in every direction. To find your objective again, orient yourself so that the arrow is pointing directly away from you. Its tip should be in the center circle. You are now facing your target.



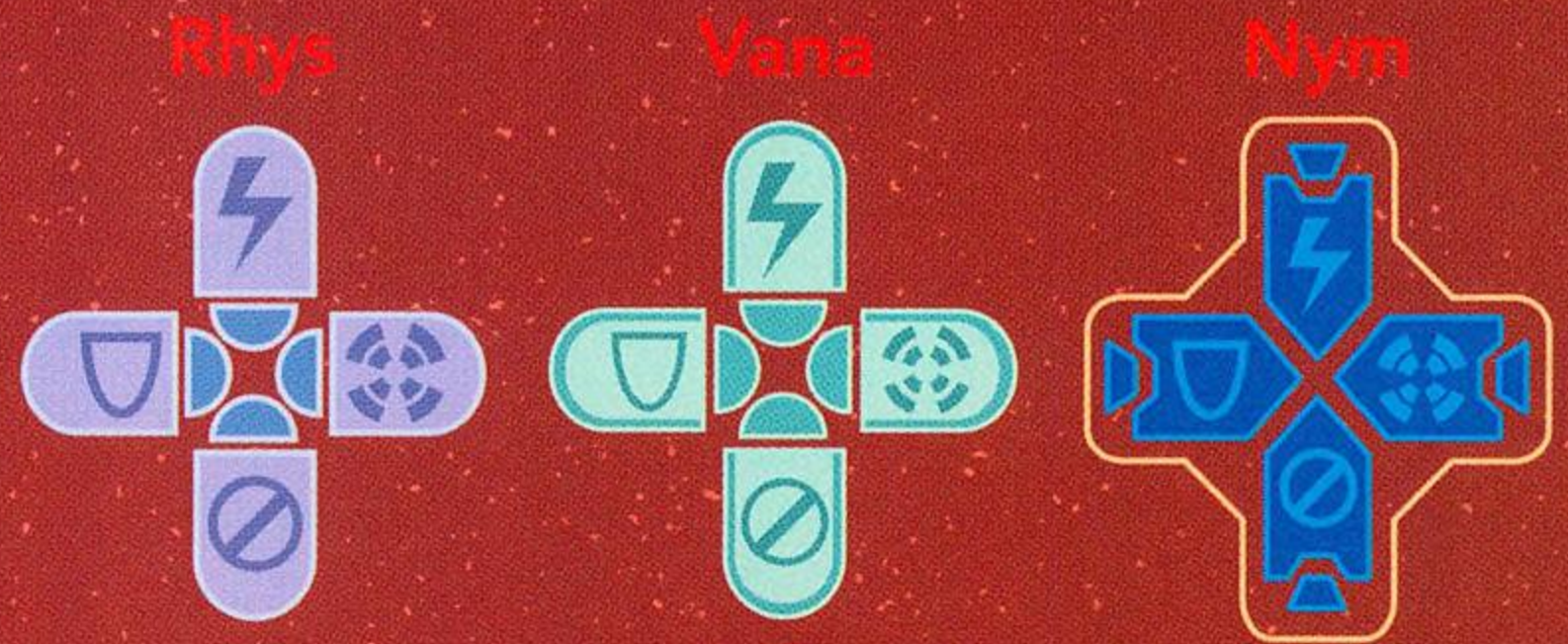
## Objective Critical Indicator

When one of your objectives is to protect a friendly unit, this little light tells you when it's under attack. Find it above your secondary weapon's ammo indicator. It flashes red, accompanied by a low tone, when your objective is in trouble. Watch this so that you can turn your attention to its attacker.

## Wingmates

There's no shame in needing a little help. In some of the missions, you have wingmates to back you up. By default, they are ordered to defend you. This means they engage any enemies that are foolish enough to attack you.

Depending on the mission objectives, it's sometimes better to have them defend or attack a certain target. Have them attack targets with heavy firepower to draw their fire. Don't feel bad; they are near invulnerable in most missions. In time-sensitive missions, your wingmates can start weakening armored targets until you get a chance to attack them yourself. In defensive missions, set your wingmates to defend the target. They'll attack any enemies who dare attack your set target. In the meantime, you can concentrate on other objectives or goals.



**TIP**

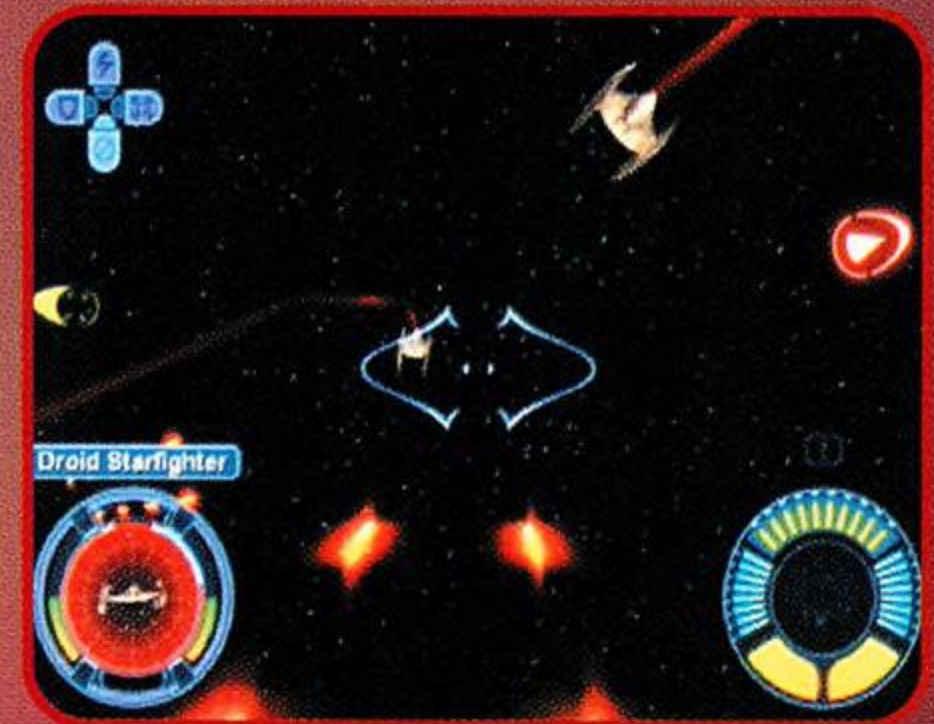
The "report in" function of your wingmate commands is useful only for informational purposes. Press this button and your wingmates report in. All this does is let you know if they're all still alive.

## Dogfighting

If your dogfighting skills aren't up to par, you won't make it far in this game. Ideally, avoid dogfighting altogether. Catch your enemies before they reach you to save time and damage to your shields. Sometimes, however, you have no choice but to face your enemy in a head-to-head aerial battle.

On the harder difficulty levels, enemy fire proves fatal. Avoid engaging your enemy head on. If their fire hits you, it does more than damage your shields; it rocks your ship so that your weapons miss. When faced with enemy fire, change your flight trajectory. The enemy starfighters have trouble tracking you if you fly at odd angles. Add a couple of rolls while you fly, and they'll be thoroughly confused.

Use the power slide. There's nothing worse than chasing an enemy in circles. Use the power slide to whip your starship quickly around.



**TIP**

If you're in a swarm of enemy starfighters, all itching for a piece of you, keep your finger on the fire button. In a dogfight with multiple enemies, you stand a good chance of hitting stray fighters as you maneuver toward your intended target.

# Naboo N-1 Starfighter

This sleek yellow starship is elegant and practical. It is known for its agility, precision control, and raw speed. The ship is also equipped with strong deflector shields, but beware that it has a limited number of secondary weapons.

Twin Nubian  
Sub-Light  
Pulse Engines

One-Person  
Cockpit

Astromech  
Droid

Engine  
Heat Sink

J-Configuration  
Space Frame

Laser Cannons/  
Torpedo Launchers

Chromium Finish  
Denotes Royal Status

## Primary Weapon

Laser Cannons

## Secondary Weapon

Proton Torpedoes

These do not recharge.  
Not available until Mission 2.

## Advanced Secondary Weapon

Advanced Proton Torpedoes

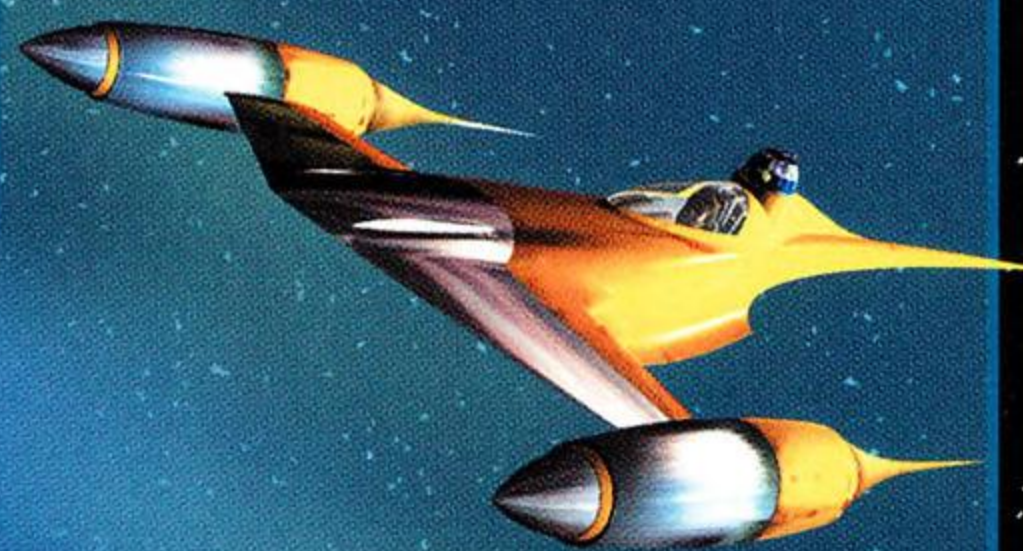
This weapon swarms toward multiple targets when used  
against tight enemy formations. Not available until Mission 8.

# N-1 Starfighter Notes

As a member of Bravo Flight, Rhys Dallows pilots an *N-1 Starfighter*. Bravo Flight uses the *N-1 Starfighter* as the main craft in its air force because it's easily the quickest and most agile of the three. Therefore, it makes a formidable opponent against the Trade Federation. Add to that its proton and advanced proton torpedoes and it becomes one of peaceful Naboo's most valuable assets. However, its secondary and advanced secondary weapons are limited. They do not recharge.



The *N-1 Starfighter* is quick and maneuverable. It was made to navigate through narrow canyons as well as excel in dogfights.



The proton torpedo is a force to be reckoned with. It packs a powerful punch and can track its target.

Enemies in tight formations are the *N-1 Starfighter's* specialty. Charge an advanced proton torpedo up and watch the destruction of multiple targets.



**CAUTION** ○○○○

One advanced proton torpedo uses up two proton torpedoes. Ration them wisely.



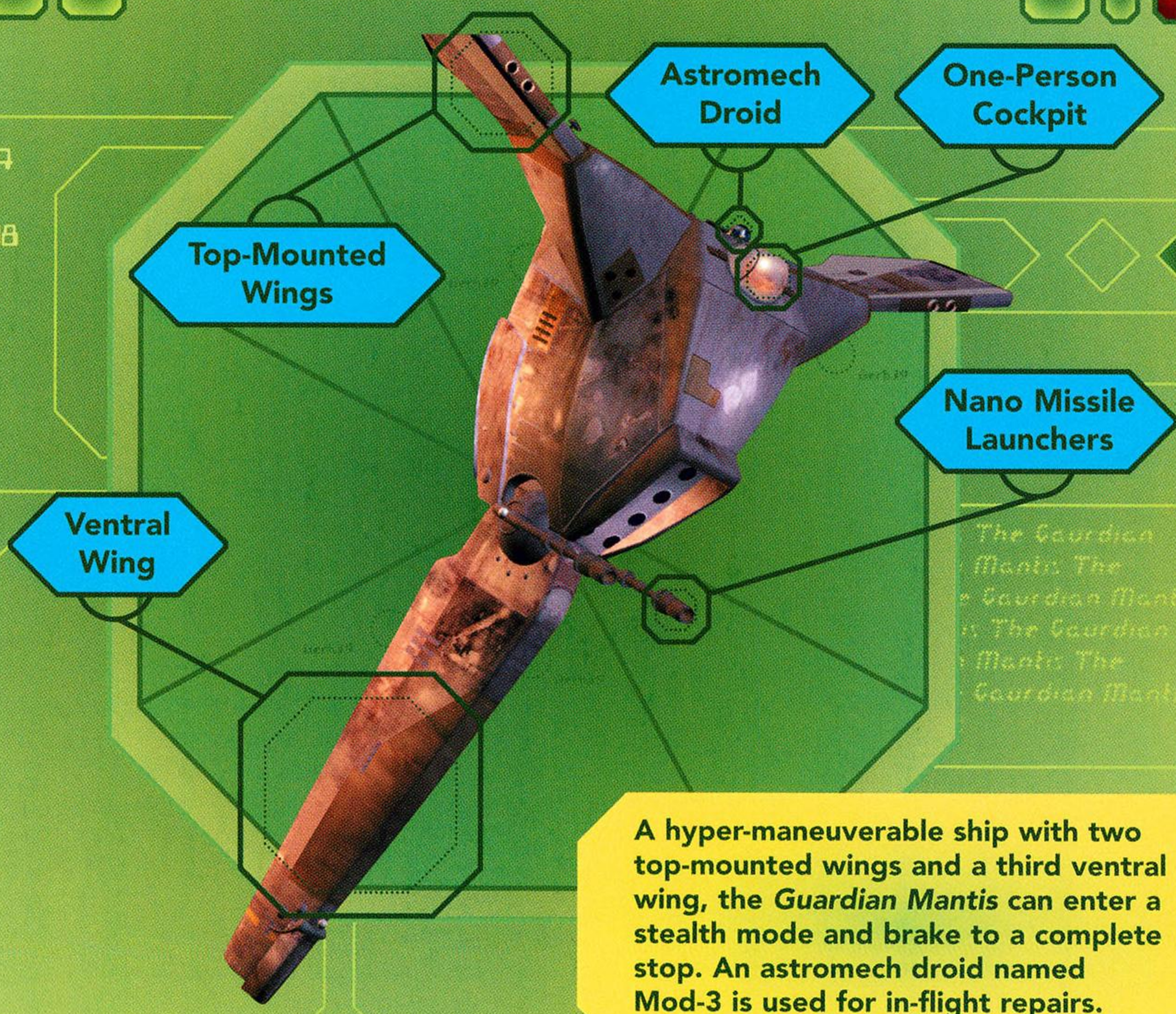
Make sure your targeting sight turns red before you release the proton or advanced proton torpedoes. Red indicates that your target is locked. With only 10 torpedoes in your arsenal, you don't want to miss a single shot.



# The Guardian Mantis



873269239  
3729808  
399098998  
373  
6359  
3962839  
399582  
002020



The Guardian Mantis: The Guardian Mantis: The Guardian Mantis: The Guardian Mantis: The Guardian Mantis

A hyper-maneuverable ship with two top-mounted wings and a third ventral wing, the *Guardian Mantis* can enter a stealth mode and brake to a complete stop. An astromech droid named Mod-3 is used for in-flight repairs.

### Primary Weapon

#### Sensor-Guided Nano Missiles

Opponent must be targeted and tagged with the secondary weapon for the nano missiles to track.

### Secondary Weapon

#### Ion-Enabled Sensor Tags

Drains enemy shields and allows nano missiles to track targeted opponents.

### Advanced

#### Secondary Weapon

#### Ion Encumbrance System

Completely disables ship. Not available until Mission 10.

## Guardian Mantis Notes

Vana Sage's *Guardian Mantis* has both decent power and maneuverability. It is the most well-rounded craft of the lot. The repulsorlifts can be adjusted by Mod-3 to allow a dead stop. The *Guardian Mantis*'s primary weapons may look like any other laser, but they are actually sensor guided nano missiles. After an enemy is tagged with the secondary weapon, the nano missiles track and seek out the enemy. As if that isn't enough, tagging an enemy tears down its shields, requiring fewer shots to destroy it.



On Mission 4: Secrets on Eos, you can come to a complete stop. Take advantage of this by shooting out the droid turrets from afar. The braking ability allows you to destroy them without the danger of drifting toward them and taking fire.

### CAUTION

You cannot brake like this in all missions. If you try it any other mission, don't be surprised if you slowly move toward your enemy.



Ahh. The heart and soul of the *Guardian Mantis*: the ion-enabled sensor tags. Tag your enemies with one of these to completely drain their shields.

Once the target is tagged, the nano missiles find their way to it. You can even aim in the exact opposite direction of the target and still not miss. If the nano missile runs into anything on its way, that thing takes the damage. Always fire an ample number of nano missiles in case they get sidetracked on the way.



### TIP

You can tag multiple enemies at once if they are close together or behind each other. Line your sights up to take advantage of this. But remember: The nano missiles only seek the currently targeted enemy. The red circle around the target indicates that it is the current target.

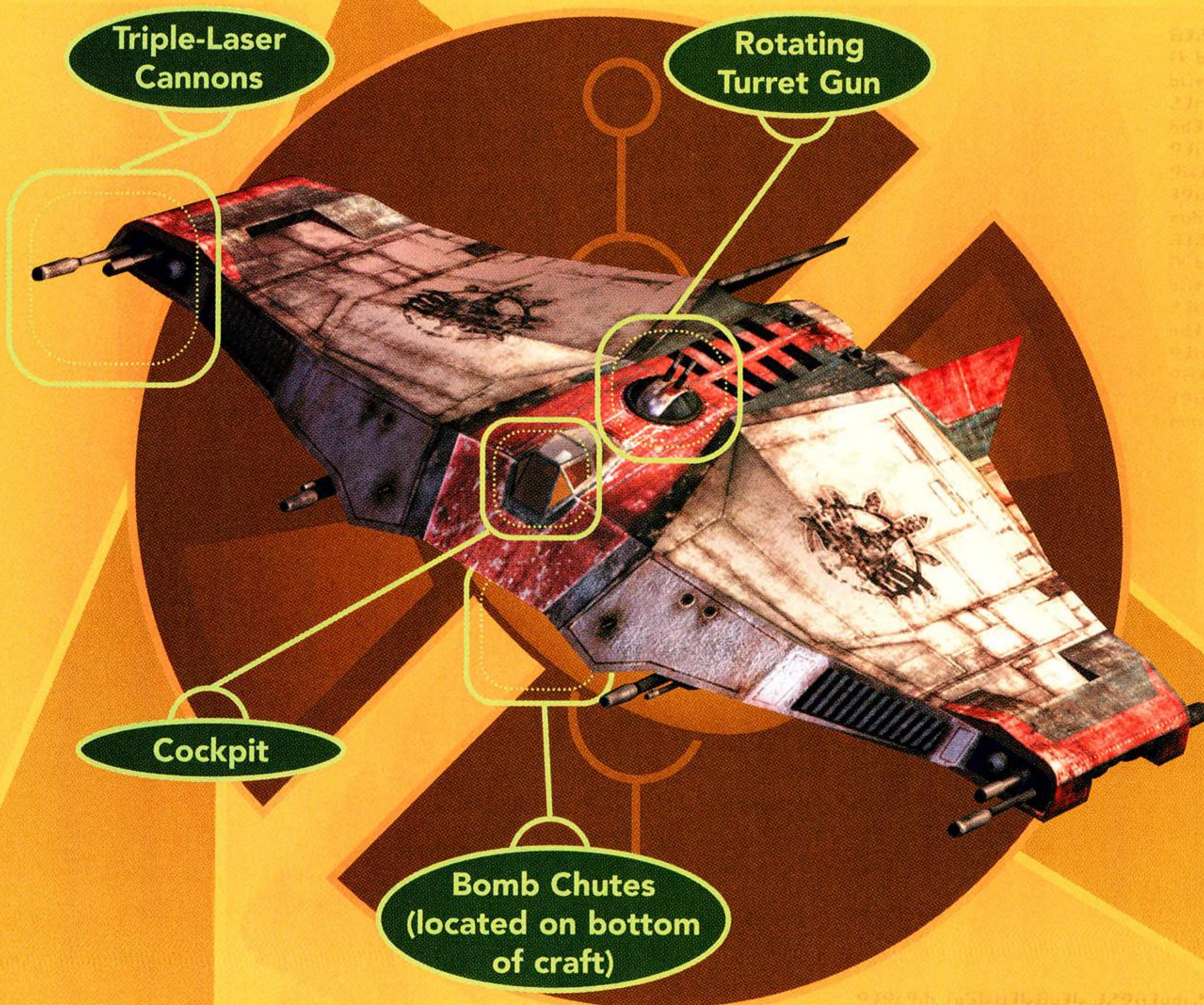


The *Guardian Mantis* is equipped with an advanced secondary weapon called the ion encumbrance system. This powerful weapon completely disables its target. If it connects, the craft neutralizes. The drawback to this is its range. You must be dangerously close to your target for it to reach.



# The Havoc

The *Havoc* is among the most experimental and dangerous craft. The bomber was recently stolen by Nym and his crew, who then made numerous modifications to the already deadly vessel. Equipped with heavy shields and an automatic rotating turret gun, the *Havoc* also boasts six laser cannons and two bomb chutes.



**Primary Weapon**  
Dual Triple-Laser Cannons

**Secondary Weapon**  
Energy Bombs  
Target using the special blue targeting sight on planetary missions.

**Advanced Secondary Weapon**  
Plasma Scourge  
With an effect like napalm, this weapon can destroy multiple targets at a time.



# Havoc Notes

Nym's bomber, the *Havoc*, is aptly named. In terms of sheer power, the *Havoc* is a monster. With heavy shields, six mounted laser cannons, a rotating turret gun, and two bomb chutes, it is easily the most destructive starfighter in the game. Its plasma scourge spells doom for single or multiple targets. However, all this power doesn't come without cost. The *Havoc* is slow and has limited maneuverability.

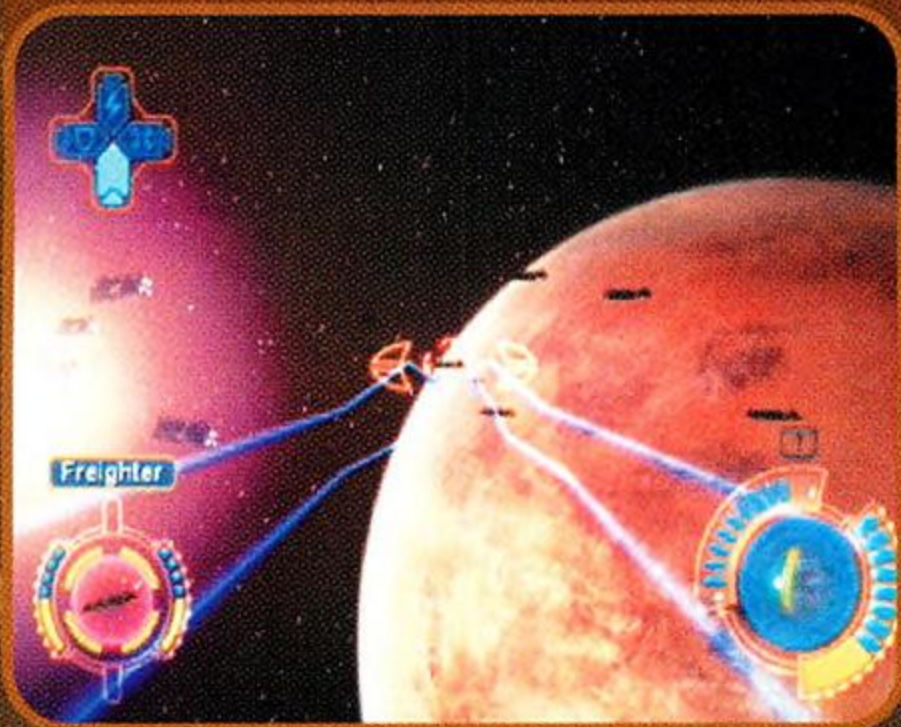


The *Havoc's* six lasers tear through targets faster than any other lasers.

Bombs away! For grounded targets, one energy bomb does the trick. Aim with that special blue ground-targeting sight.



The lack of gravity in space allows the energy bombs to fly straight. Bonus!



For heavily armored targets, the plasma scourge is the only way to go. Though it takes five energy bombs to charge, it does an incredible amount of damage.

## CAUTION

Time the plasma scourge carefully. It takes a long time to charge. And when you release it, make sure it hits the target. Be careful!

The *Havoc* is slower, which makes dogfighting more difficult. It requires you to be more accurate with your shots. But with those powerful cannons, a few shots is all it takes.



## NOTE

Mounted on top of the *Havoc* is a rotating turret gun. It peppers nearby opponents with laser pulses. While it's completely automatic and you have no control over it, it makes dogfighting a little easier. It isn't very powerful, but it's still helpful.



# Mission 1: Naboo Proving Grounds

## Rhys Dallows



N-1 Starfighter

*How embarrassing. You haven't even begun your advanced starfighter training and you're caught sleeping on the job! No worries, your flight instructor, Essara Till, doesn't seem too upset. However, she does seem anxious to get you up to speed. Could it be that she has an important mission for you? Maybe. Maybe not. Either way, Essara isn't going to take you anywhere until you pass this training course, so hop to it.*

## OBJECTIVES

- 1. Destroy all first arena mines
- 2. Destroy all second canyon mines
- 3. Destroy training droid
- 4. Destroy all holo starfighters
- 5. Defeat Essara

- ### BONUS GOALS
- 1. Destroy all bonus mines
  - 2. Complete mission in less than four minutes
  - 3. Win race against Essara

## Mission Briefing

*This is only a training mission, so it shouldn't be too difficult, even for a reekie like you. Just stay on Essara's tail through the canyon and listen to her instructions. She'll tell you exactly what to do.*

## Mission Objective 1

You must destroy nine arena mines in this clearing before you can move on to the next area. Get a jump on the mines by shooting your laser cannons before you even enter the clearing.



Use your auto targeting system to highlight the mines as you go. This ensures that you don't miss any, even if you don't know where they all are.



## CAUTION

Like any other mines, these explode if you get too close. Keep your distance or your shields will pay the price.

## Mission Objective 2

### TIP

When precise flying is key, use the auto-level function of your ship as often as possible. Flight is much more intuitive when your fighter is level.

Your next task is a little trickier. You now have 20 of those pesky mines to destroy. This time, they are nestled throughout a narrow and treacherous canyon.



Watch for the level changes in the locations of the next mines. If the next mine is above your current plane, start pulling up so that when it comes into sight, you are already at its level. It's easier and faster to shoot at a level object than at one above or below you.



### TIP

The sides of the canyon can take a good chunk out of your shield and hull. Don't hesitate to brake if you are in danger of scraping the sides. It's better to lose a few seconds off your time than to smash into the canyon's side. The exception is braking immediately after a boost. This could make you slide into a wall. Let go of the boost button for a short time before braking.



## Mission Objective 3

As soon as you've destroyed all of the canyon mines, you will sight your next target automatically, even before you reach the clearing. Your target is a training droid.



Use your sniper view to get a bead on it from a distance. With a steady hand, you should be able to drop the droid without taking much damage.



## Mission Objective 4

Once the droid is destroyed, a blue holo starfighter appears at the far end of the clearing. This is your next target. Lean on the boost to catch up to it and fire away. If you're skillful, this holo starfighter won't even make it to the canyon.



Depending on how quickly you blast the first holo starfighter, the second one appears just around the first bend in the canyon. Boost your way toward it and let your laser cannon earn its keep.



### Bonus Goal 1

Did you notice a mine or two as you chased down that second holo starfighter? These are the bonus mines. Eight of these puppies are strewn about this canyon.



The bonus mines are not automatically called up on your targeting system. You must manually tap your auto targeting button to light them up. You only have to do this once. The mines are easy to miss if you don't turn on your targeting system. Knowing where the next mine will show up greatly improves your time for the course.



### Mission Objective 4

Thought you were done with those pesky holo starfighters? Not a chance. As you approach this next clearing, zoom in to the far side of the arena, just under that holoprojector. Have your laser cannons ready because that's where the next two holo starfighters appear. Blast them out of the sky.



You're not done yet, ace. As quickly as possible, boost your way to where those fighters appeared and turn around so that you're facing the canyon you just emerged from. Zoom in and you'll see the last three holo starfighters coming toward you. If you hold down your brakes and fire at them from here, you can get all three before they break formation.



### Bonus Goal 3

Good work. Once those fighters are gone, prepare yourself for a friendly little race against Essara. Position yourself near the blue holographic wall and boost your way through as soon as it drops.



**TIP**

Listen for Rhys to say "You're on!" The holographic wall disappears right after this. Time it just right to get a running start!

**CAUTION**

Be careful not to cheat and go through the wall before it disappears. If you do, you'll forfeit the race. You know what they say about cheaters...

Essara isn't too quick herself, so boost your way through the canyon at a fast but careful pace. Smashing into a wall does you no good. When you see the final holographic wall, that's your cue to punch it.



## Mission Objective 5

You've done well so far. Now it's time to go up against Essara herself. Boost your N-1 Starfighter to the other side of the clearing, turn around, and get ready to face your teacher.



Essara informs you that you have to take out her shields before she takes out yours to pass this final test. Not a problem. Keep your sights on her as she explains this to you. It doesn't hurt to fire a few shots at her now, either. The match begins when she says "Go!" and your targeting reticule turns red.



Keep your aim steady as Essara flies around you. If you've kept your distance from her, she should be an easy target. That was the purpose of flying to the far end of the arena. Keep at it and before long, her shields will be drained. And that's it! You've passed.



## Mission Debriefing

*Looks like you made it, rookie. Essara seems pleased with your performance and mentions something about a "Royal Escort." Sounds important. Considering the shaky start this morning, the day didn't turn out half-bad. Good work.*



## Bonus Goal 2

It takes some fancy flying and shooting to finish the mission in less than four minutes. Start out by boosting right past Essara through the first canyons. Though she says to follow her, you have to stay in front of her to make it under the time limit. It helps to know the twists and turns of the canyons. It is quite possible to lean on the boost the whole time and still make it safely through these narrow and treacherous canyons.

At the first mine-riddled clearing, ignore the targeting system and start shooting the mines on the left. Take out the mines from left to right, even if this means shooting mines off in the distance before shooting the one directly in front of you. This allows you, as you blast the last mine on the right, to continue boosting right through to the next canyon.



The quickest way to dispatch the mines in the canyons is to hold down your laser cannon button. Combine this with short bursts of boost and the mines practically blow themselves up as you speed through the canyon. Just remember to boost toward the mines as they appear around the corners.



Those dogfights with Essara and the holo starfighters can eat up a good chunk of your time...if you let them fly around you. The last thing you want is a wild aerial chase. Aim early and accurately to destroy them before they get past you.



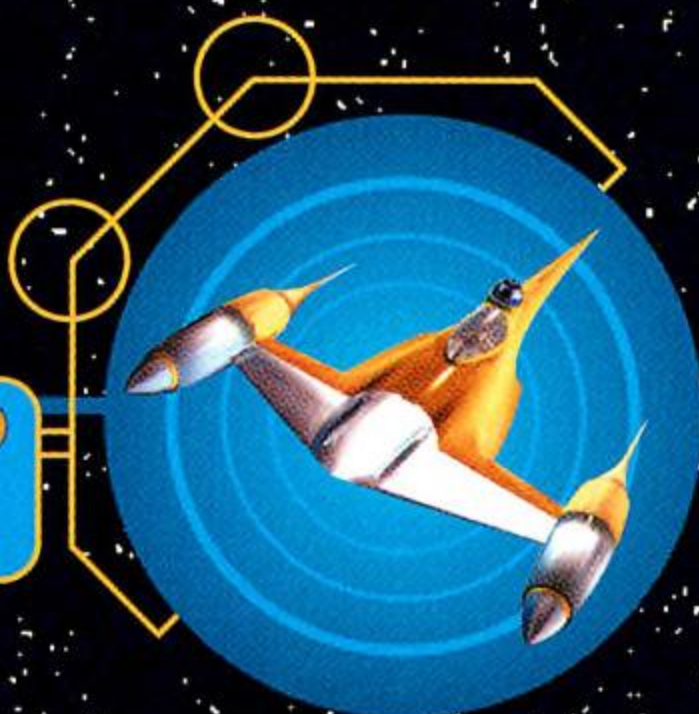
# Mission 2: The Royal Escort



## Rhys Dallows



N-1 Starfighter



Look at you now. Just a while ago, you were struggling with the holo starfighters. And now, you and Essara Till are escorting Queen Amidala to a meeting with the Trade Federation. All looks well as you approach the Trade Federation ship, but Essara's feeling a little uneasy about the whole thing. Her uneasiness is soon realized as you spot some unidentified crafts. To make matters worse, the Trade Federation ship just disappeared! Looks like it's up to you and Essara to protect the Royal Starship until it can make the jump to hyperspace. Don't blow it.

## OBJECTIVES

1. Protect the Royal Starship

## BONUS GOALS

1. Royal Starship takes no hull damage
2. Destroy all merc daggers in less than one minute
3. Rhys destroys all merc dianogas

## Mission Briefing

Your first mission couldn't be more important. With so many different ships attacking the Royal Starship, you'll have your hands full trying to snipe them all. Keep your eye on the Royal Starship and your objective critical indicator to allow you to target immediate threats to the Queen. Your N-1 Starfighter's secondary weapons, the proton torpedoes, are limited, so use them

## Bonus Goal 2

Ten merc daggers are going to be tough to destroy in less than a minute. You'd better get cracking then! The moment you gain control of your starfighter, tap your auto target

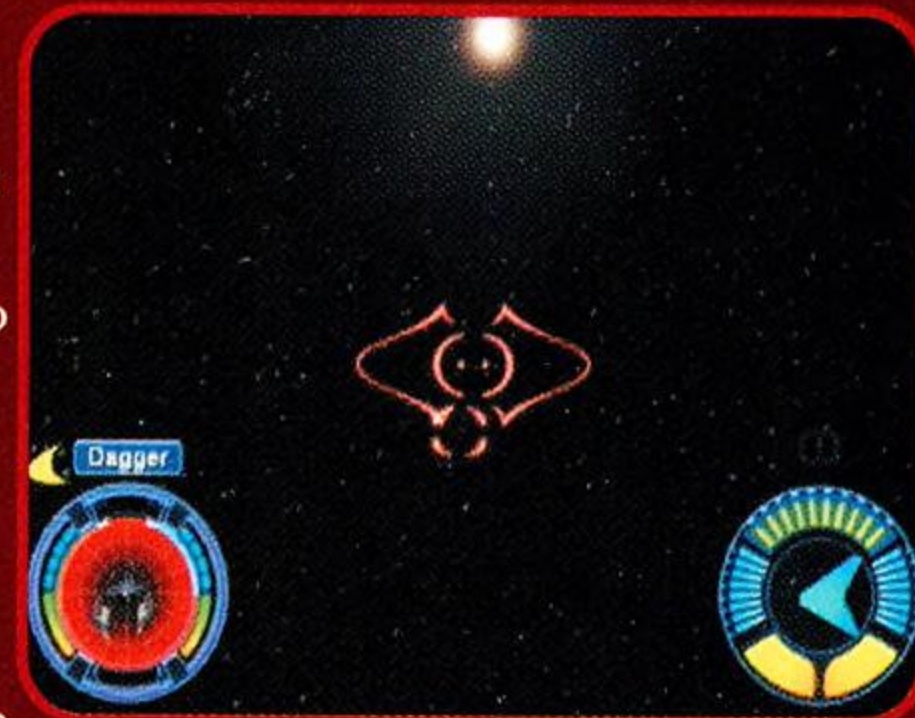
button to lock on to your first dagger. Blast it to oblivion with a proton torpedo. Or, if you can do it quickly, use your laser cannon with the sniper view to save proton torpedoes.



## TIP

Before firing your proton torpedo at a locked-on enemy, remember to wait for your targeting sight to turn red. If it's still yellow or blue, your target isn't locked yet and the torpedoes will miss.

Once that first dagger is destroyed, ignore the dianoga and morningstar that were in formation with it. Make daggers your priority to achieve this bonus goal. Tap your auto target button until you lock on to the next dagger. If you haven't boosted around too much, it should appear, along with two others in formation, to your left and under this bright star. *continued*



continued

Technique makes all the difference when tackling enemies in formation. Give these three daggers a taste of deadly force. Ready your proton torpedoes and fire one as soon as your targeting sight turns red. Once the torpedo is launched, use the *manual* target function to lock on to one of the other two daggers in formation. Again, wait for the red go-ahead from your targeting sight before firing. Repeat this with the third one. Four down, six to go.



Use your auto targeting system to find the next two waves of daggers and repeat with the proton torpedoes. With some good aiming skills and luck, this bonus goal is in the bag.



## TIP

Even though using proton torpedoes is the fastest way to catch the daggers in less than a minute, you'll need those torpedoes later on. You can't avoid using them altogether, but with accurate aim, you can down a few daggers with just your laser cannon. The fewer torpedoes you use now, the easier it'll be later on.

## Mission Objective 1

Protecting Queen Amidala and the Royal Starship is no easy task. With enemy fighters all around, it's critical that you know where she is at all times. Try to keep her within sight to see if she is being fired upon. If she is, find where the shots are being fired from and engage the culprit.



## TIP

With all the confusion, it may be hard to see the Royal Starship, especially once it enters the asteroid belt. Use the objective pointer with the manual targeting system to spot her.



### Bonus Goal 1

The Royal Starship has a shield that protects it from taking hull damage. To complete this bonus goal, you must protect the ship so well that the shield isn't penetrated. Your objective critical indicator is an invaluable tool for this.



Each time the Royal Starship takes a hit, an alarm sounds and the indicator flashes red. This is your cue to find and deal with the attacker.

Dianogas are the deadliest of the enemies you face on this mission. Their tough shields allow them to deal serious damage before you can destroy them. The Royal Starship will take a lot of damage if you don't keep a lid on them.



Especially troublesome are the last wave of dianogas. These are the ones that appear after you are informed that the jump to hyperspace is aborted. Drop everything and quickly target them; they can drain the Royal Starship's shields before you know it. Remember those proton torpedoes you were so stingy with earlier? Unleash them now.

Be quick and accurate throughout the mission. The faster you reduce your enemies to cosmic debris, the longer the Royal Starship's shields will last. You need them to last long enough for the Queen to make the jump to hyperspace. If you hear the words, "Shields are down," you've failed Bonus Goal 1.



### Bonus Goal 3

If you've done your job protecting the Royal Starship, you've destroyed most of the dianogas. Be wary of that last wave that prevents the jump to hyperspace. These dianogas are tougher because there are so many of them at once.

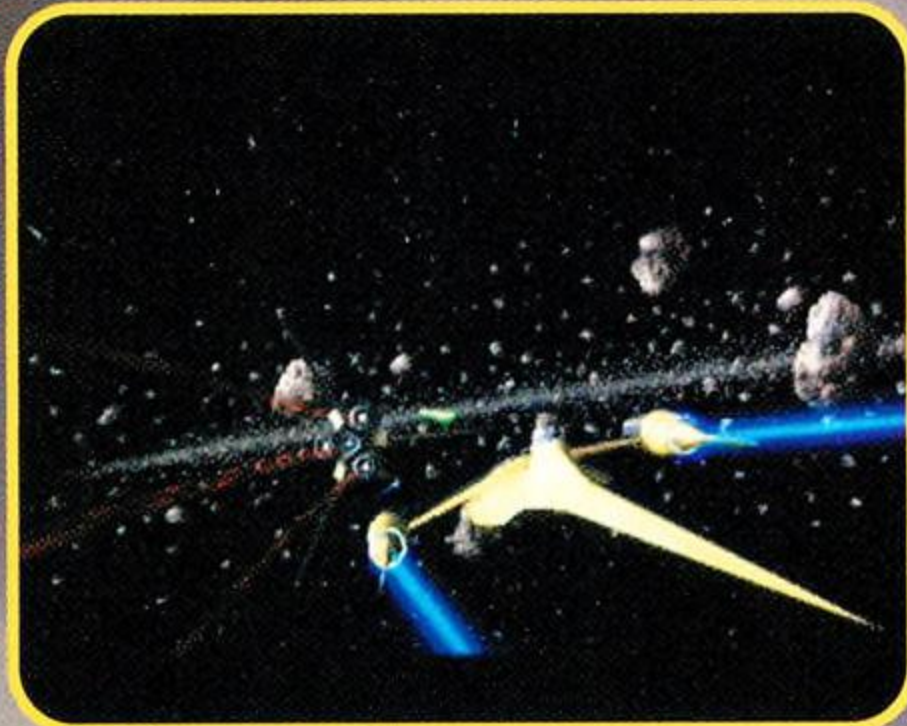
Unload any last proton torpedoes on them to prevent taking any unnecessary damage. Stay focused on protecting the Queen and the bonus goal should be a piece of cake.



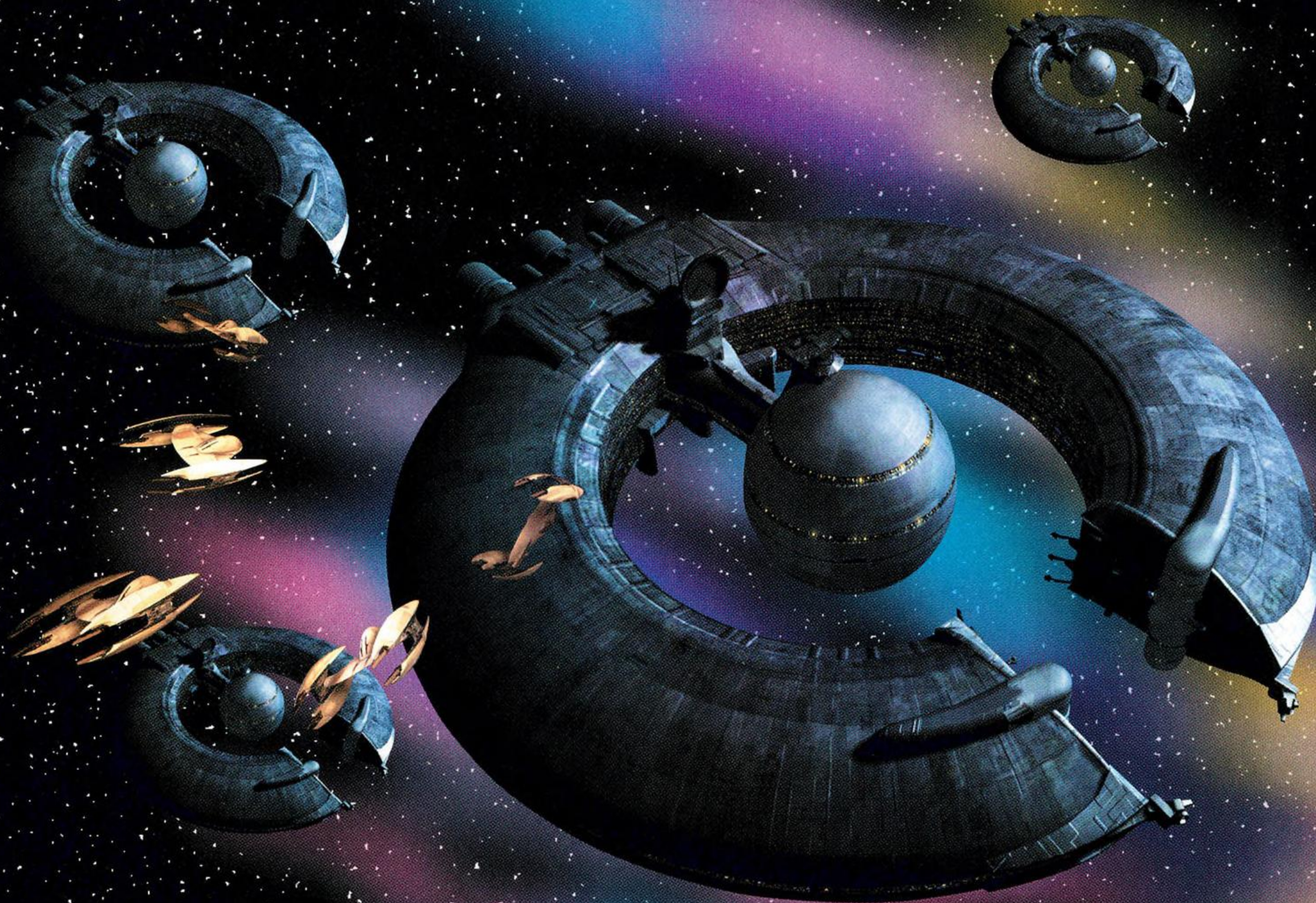
## Mission Debriefing

**Congratulations! You've nailed your first mission. The Queen's Royal Starship has successfully made the jump to hyperspace. Now, if you can only shake that last remaining morningstar off your tail. Before Essara can swoop in to save you, a mysterious starship comes out of nowhere and shoots her out of the sky. To make matters worse, it shoots you too! The hit causes enough damage to your ship that it knocks you unconscious.**

**When you awaken, you find a Toydarian named Reti staring into your cockpit. With your starship in dire need of repairs, you order Reti to tow you to the other Bravo Flight starship he had found. When you get to it, you find that you were the lucky one. Essara Till didn't make it.**



**With a heavy heart, you agree to accept Reti's help. Reti gets permission from a mercenary named Vana Sage to let you use her base for repairs. At the very least, you'll be able to get your starship running again.**



# Mission 3: Contract Infraction

## Vana Sage



Guardian Mantis



All right, Vana Sage, the Trade Federation wants to hire you for a new assignment. This one should be a walk in the park. All the Trade Federation needs you to do is to blow up a few of their new-fangled scarabs while observer droids record the battle statistics. Sounds simple enough, but you're feeling a little uneasy about your pact with the Trade Federation. It's just another reason to get this over with, quickly.

## OBJECTIVES

- 1. Destroy all scarab fighters
- 2. Destroy all hunter-seeker droids
- 3. Defeat merc fighters

## BONUS GOALS

- 1. Tag all scarabs
- 2. Complete mission in less than four minutes
- 3. Destroy all merc fighters

## Mission Briefing

Tag each scarab with your secondary weapon, the ion-enabled sensor tag, to place a blue ring around it. Once a scarab is tagged as your current target, fire your nano missiles. They automatically track and seek the tagged targets, destroying them without further aiming or even having them in your sight. This makes shooting down an enemy a breeze. Tagging your enemies takes out their shields as well. Once you have muscled your way through the waves of scarabs, you can collect your paycheck.

## Mission Objective 1

Position yourself in front of each wave of scarabs so that you can shoot them all before they reach you. The scarabs in this mission are fairly easy to destroy, requiring only a couple of shots to bring them to a fiery end.



## CAUTION

Remember where you are in relation to the large Trade Federation ship. It can take a good chunk off your shields if you run into it.

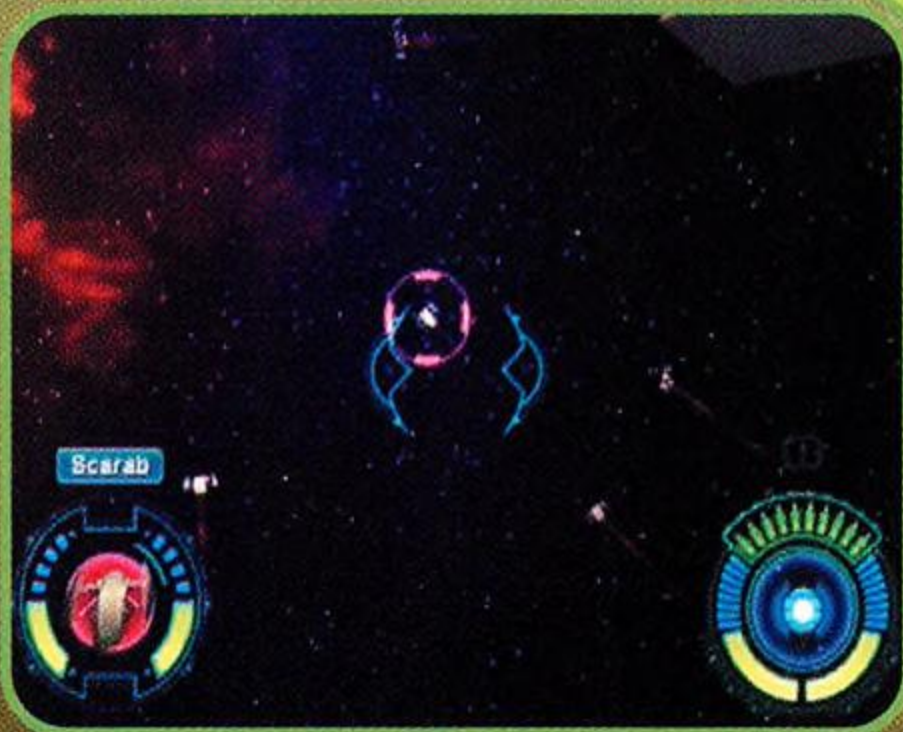


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# Mission 3: Contract Infraction

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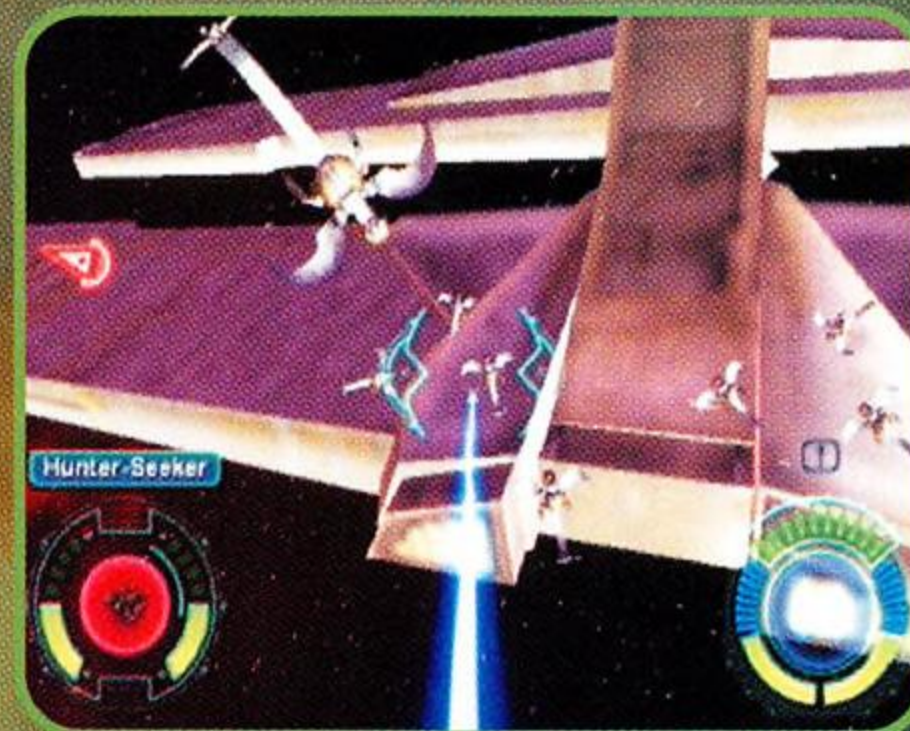
The first three rounds of scarabs use test lasers, so don't worry about taking damage if you get hit. However, the final onslaught of scarabs uses live fire. Take a little more precaution when encountering those pests.



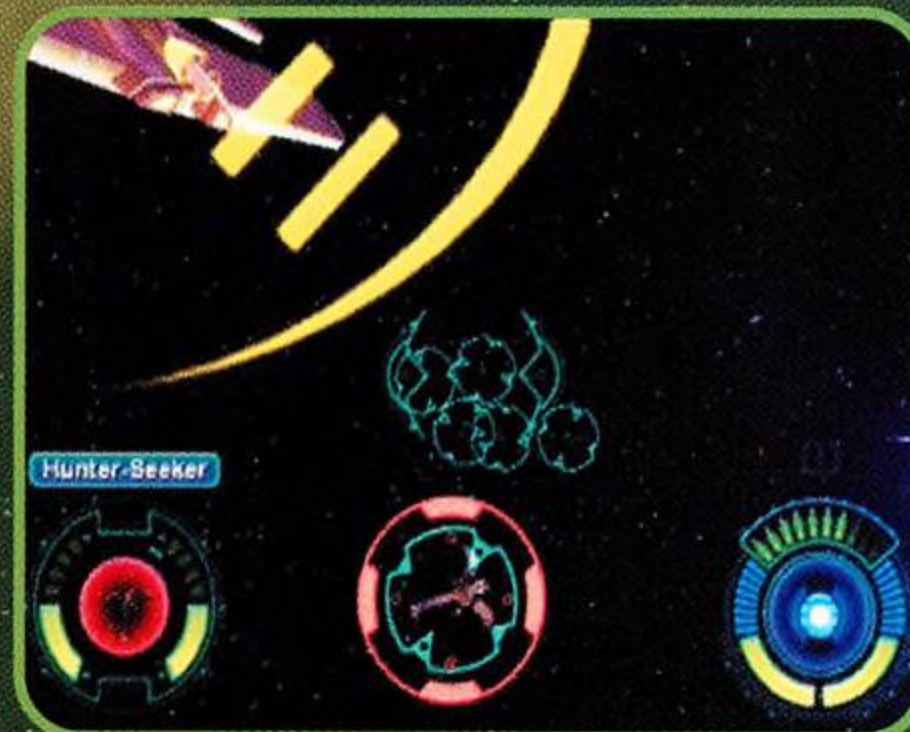
## Mission Objective 2

Oops! You shouldn't have intercepted that transmission, Vana. Now the Trade Federation is terminating your contract by terminating you. You should have known better than to trust those Trade Federation slime balls. It's time to show them why they shouldn't cross Vana Sage!

The Trade Federation is now sending an army of hunter-seeker droids after you. Tag them as you shoot at them to ensure an easy victory.



Keep the army of hunter-seeker droids in your view to avoid being shot from behind. It is also easier to tag them if they are flying in front of you.



## Bonus Goal 1

### NOTE

Your *Guardian Mantis* is equipped with ion-enabled sensor tags as its secondary weapon. These helpful tags drain an enemy's shield and allow your nano missiles to track targeted opponents.



Tagging all the scarabs you encounter makes completing Objective 1 easier. To tag a scarab, tap your secondary fire button when one crosses your sights. Once a scarab is tagged, firing at it once destroys it. This saves valuable time, letting you complete your mission in record time.

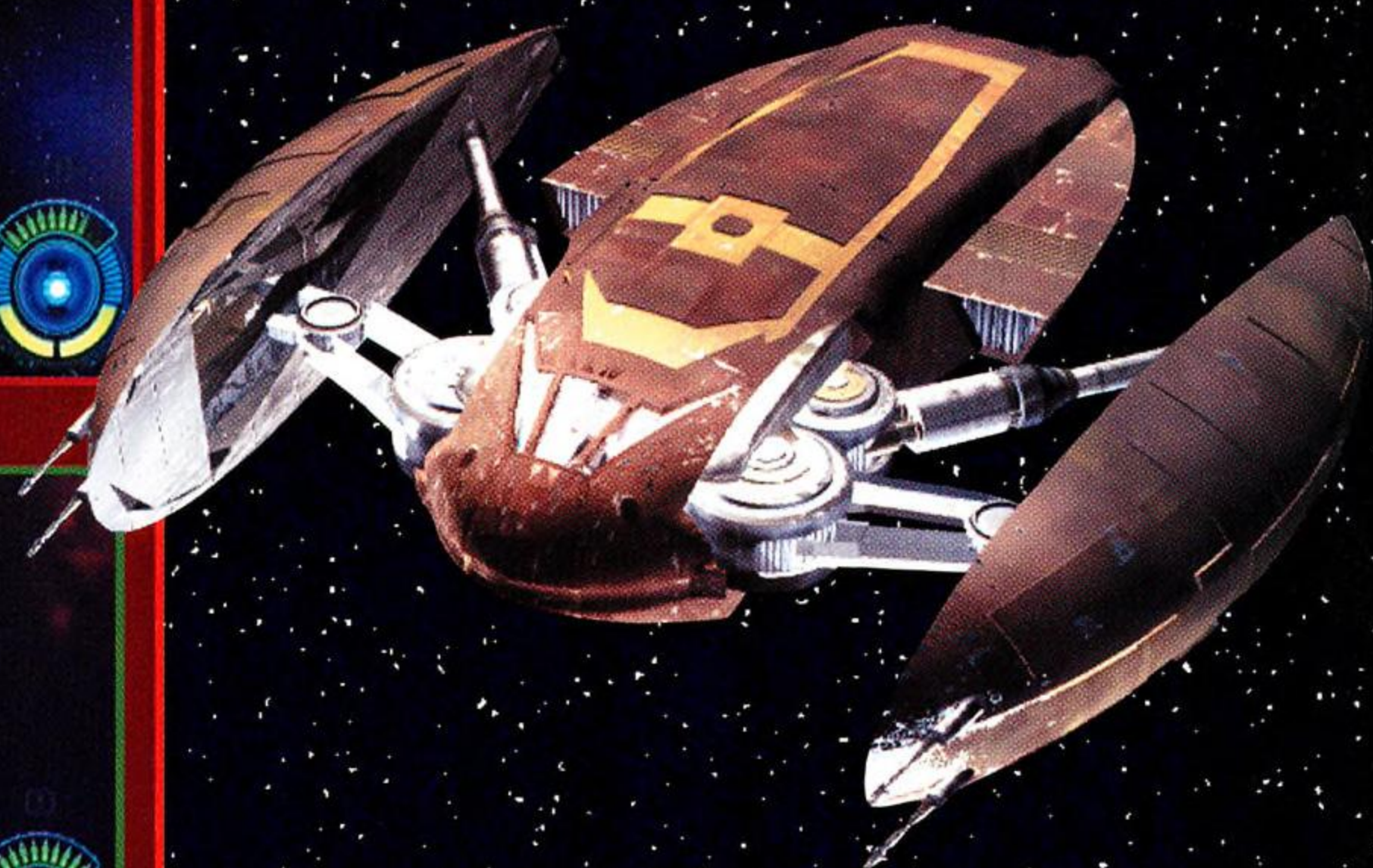


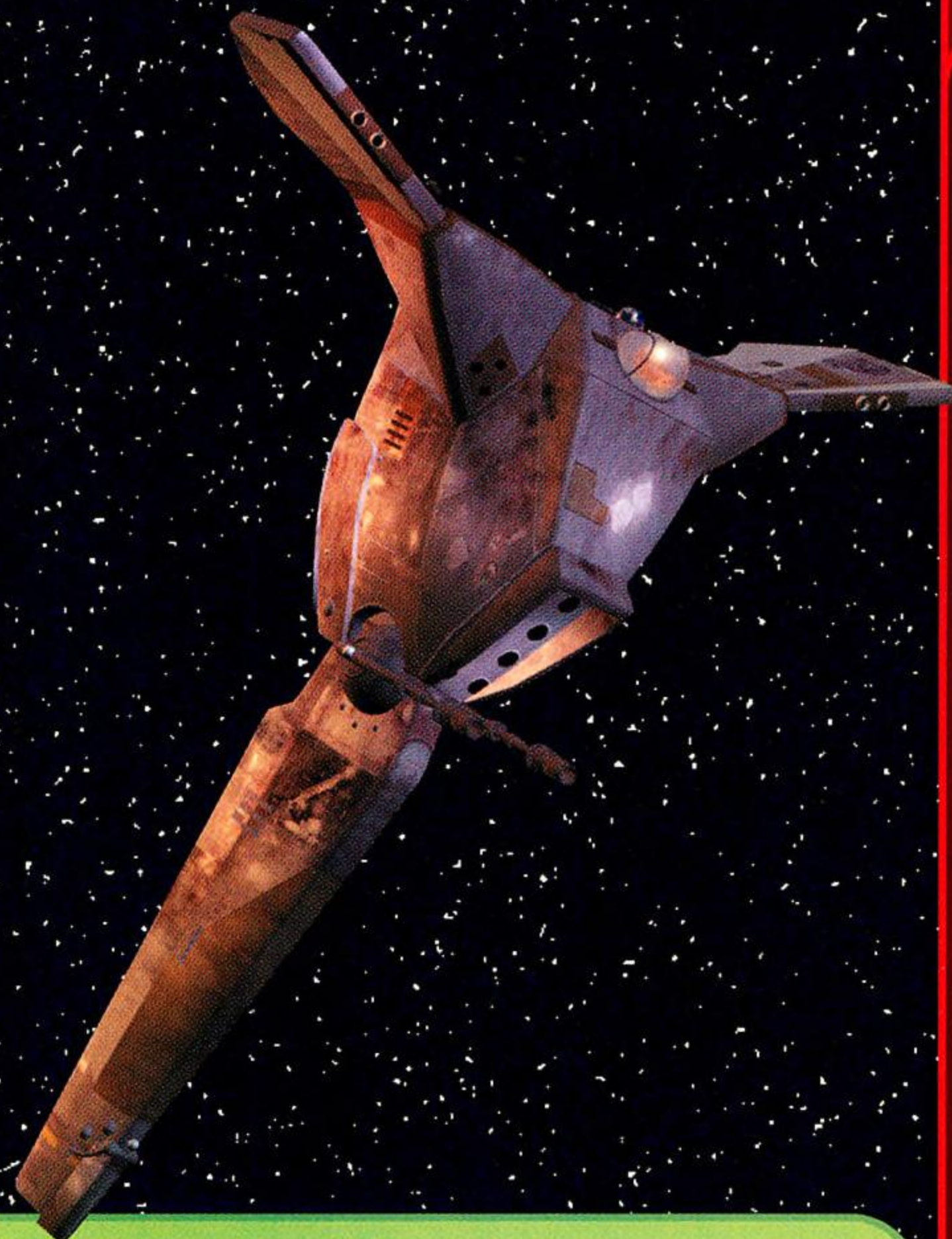
### TIP

A carefully placed shot with your ion-enabled sensor tags can tag more than one target at a time if your



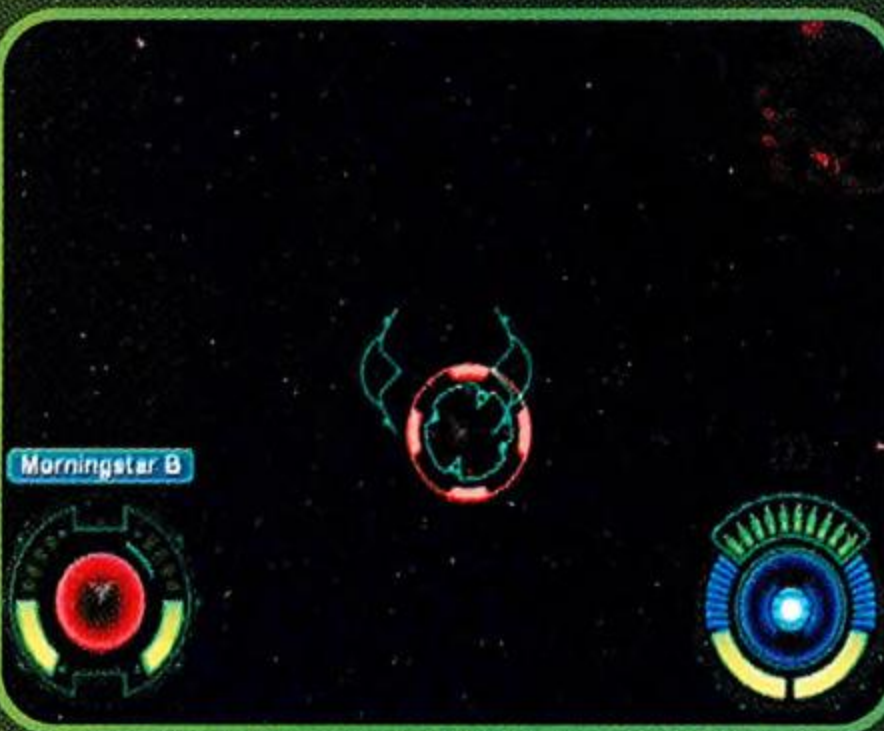
opponents are flying in close formation. Take advantage of this and get a jump on your enemy by tagging multiple enemies at once.





### Mission Objective 3

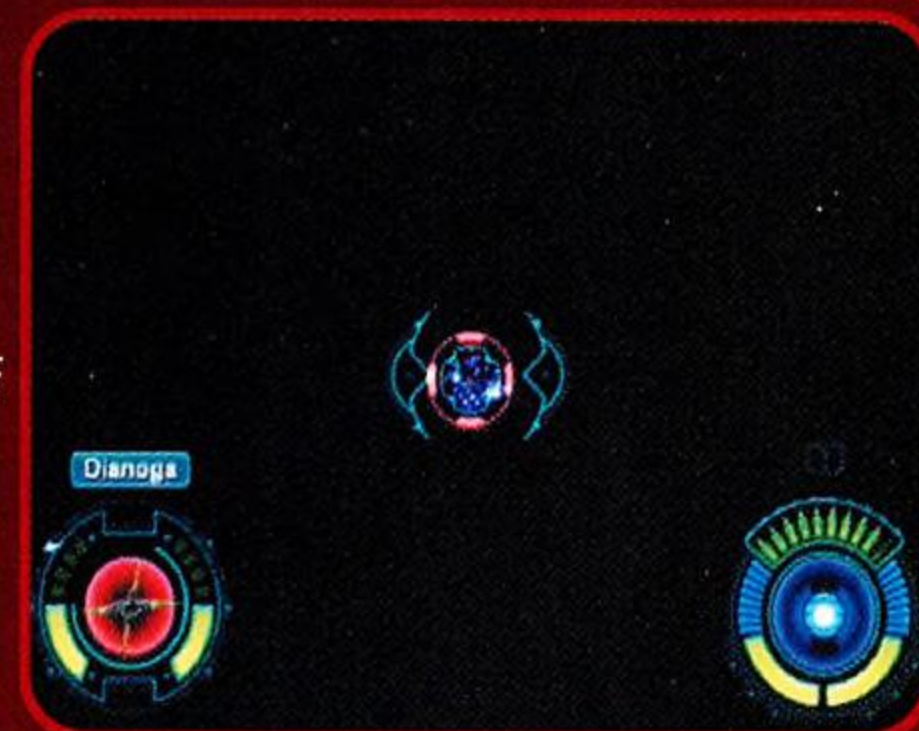
Now the Trade Federation has sent some of their hired hands to finish you off. Tag these fighters as they approach you and start firing. The earlier you take care of these mercs, the less damage you take.



To complete this mission you only need to take out the daggers and morningstars. The dianoga will retreat once you have destroyed its buddies. It should know better than to mess with the one and only Vana Sage.

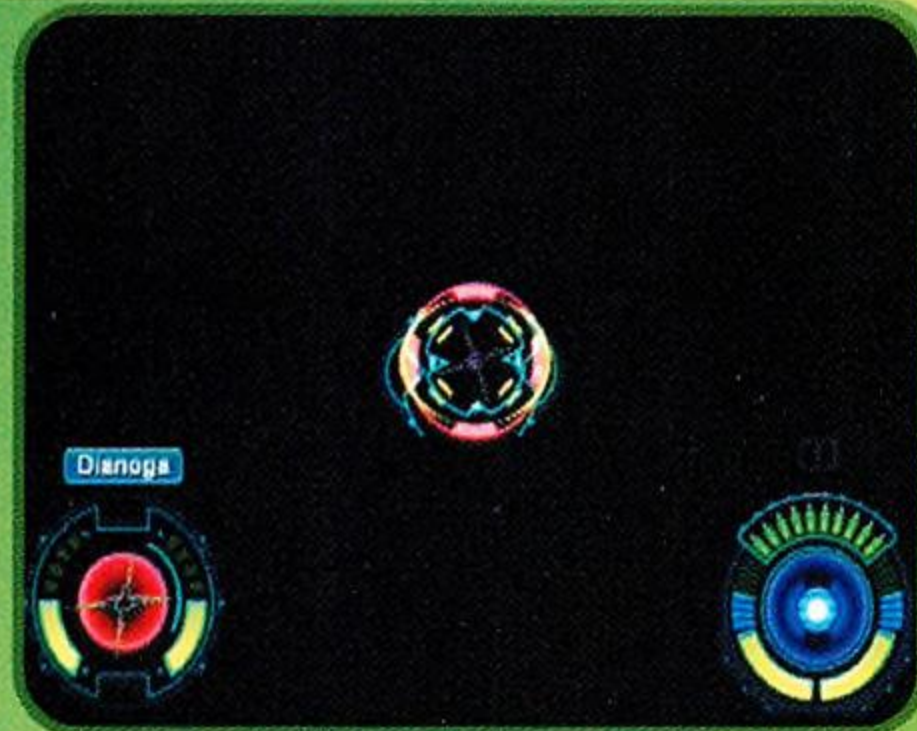
### Bonus Goal 3

Act quickly to complete this bonus goal. Show no mercy and don't let the dianoga retreat once you have taken care of the other merc fighters. If you hear, "form on my wing," it means all of the fighters will hyper out soon. Destroy all the fighters before they get away and the bonus goal is yours.



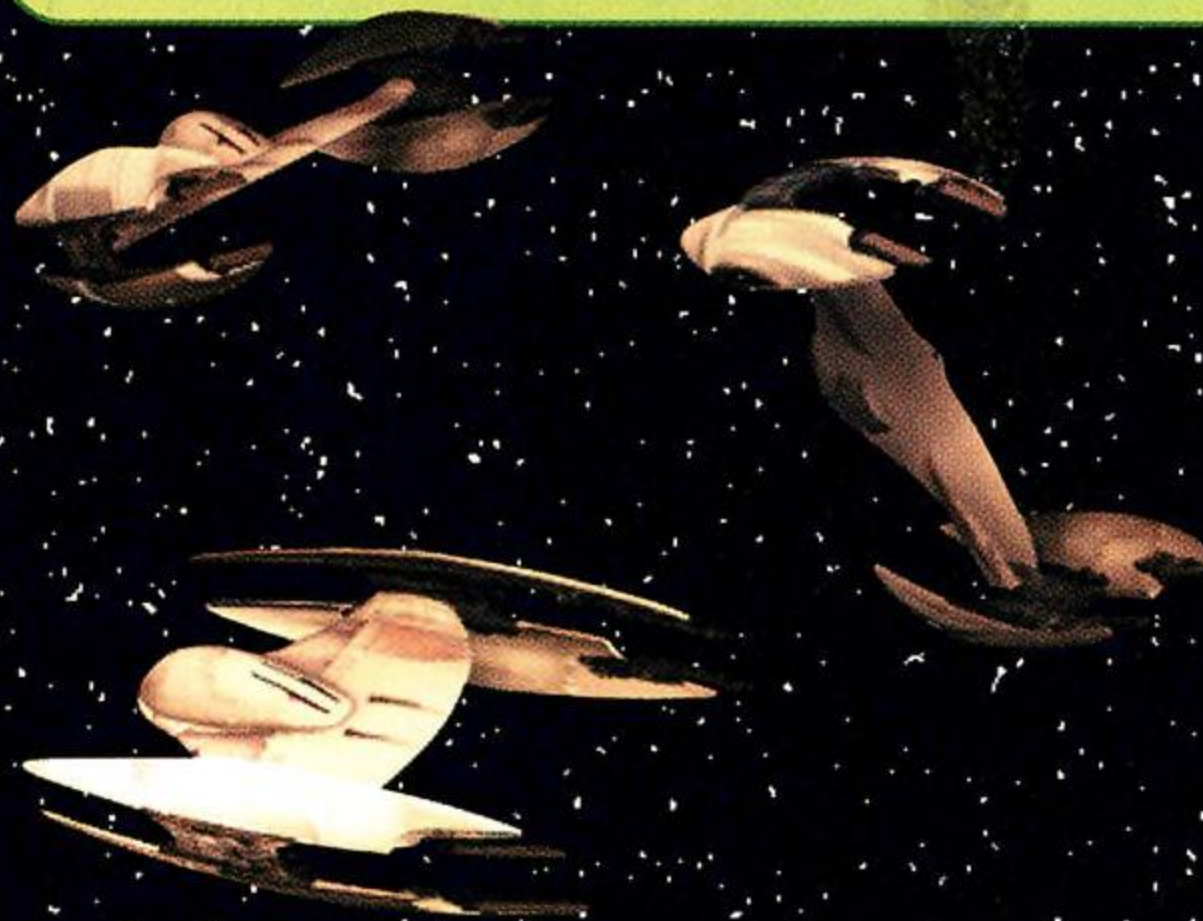
### TIP

To ensure that you obtain Bonus Goal 3, target the dianoga as soon as it appears. It will be trailing behind the first dagger that appears on your targeting sight.

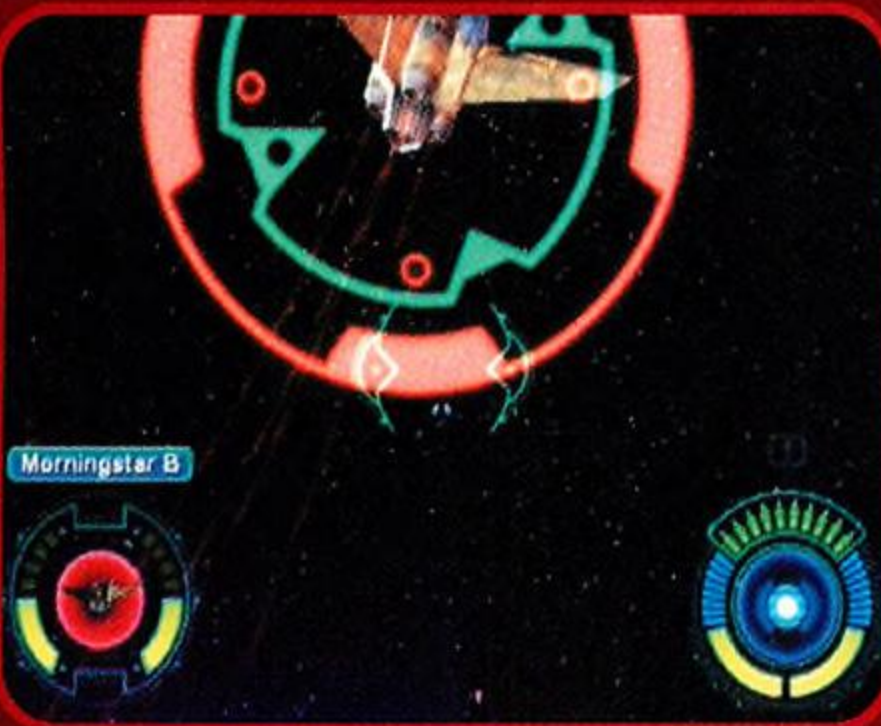


You can spot the dianoga by looking for the yellow dialogue tracker. Once you find it, tag it and shoot it before it has a chance to think about fleeing. With the

dianoga gone, you can concentrate on the rest of the fighters. Quickly destroy the rest of them to earn this bonus goal.

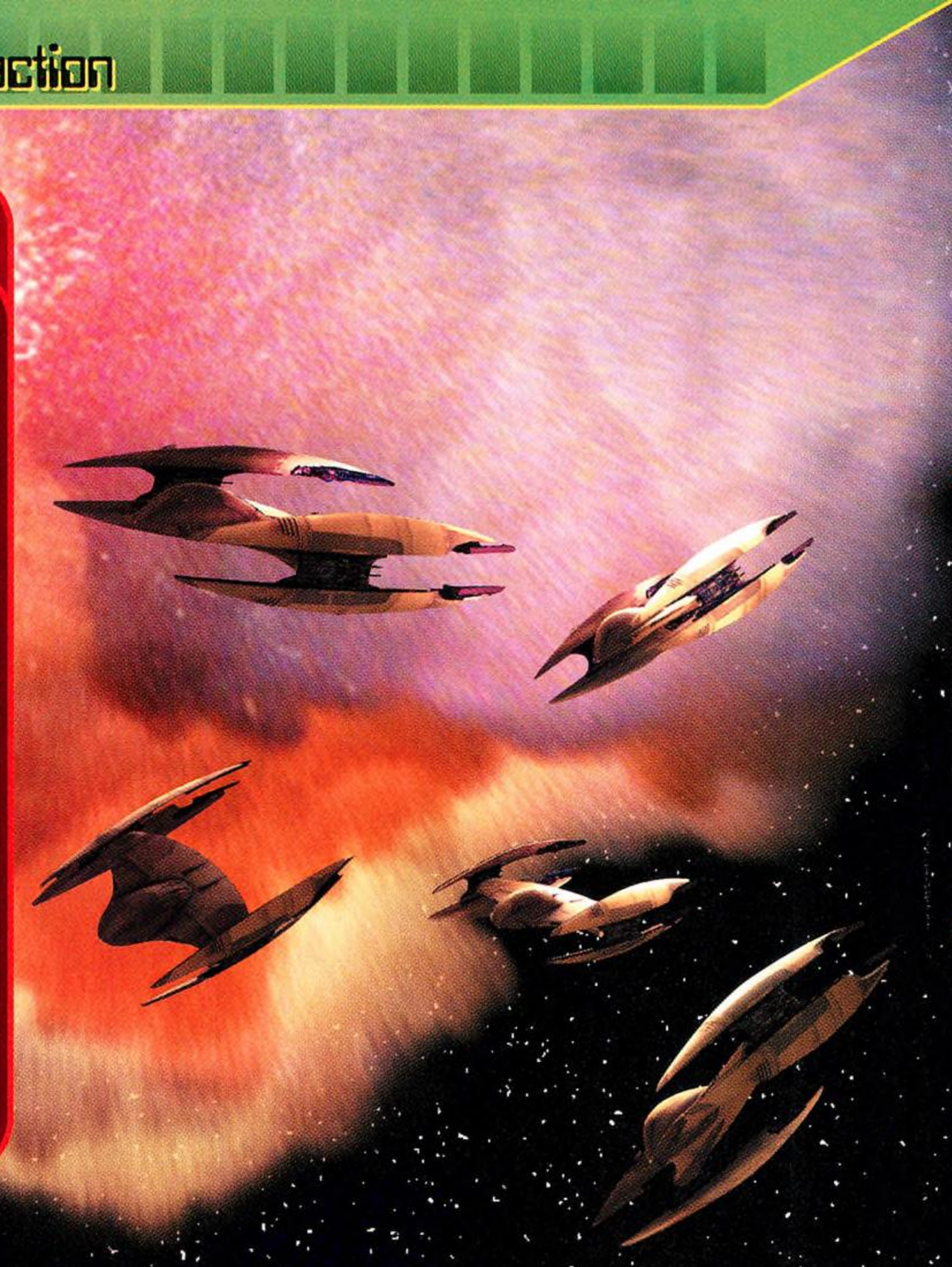


## Bonus Goal 2



Completing this mission in less than four minutes is easy, thanks to your tagging ability. Tag everything to avoid wasting time on dogfighting.

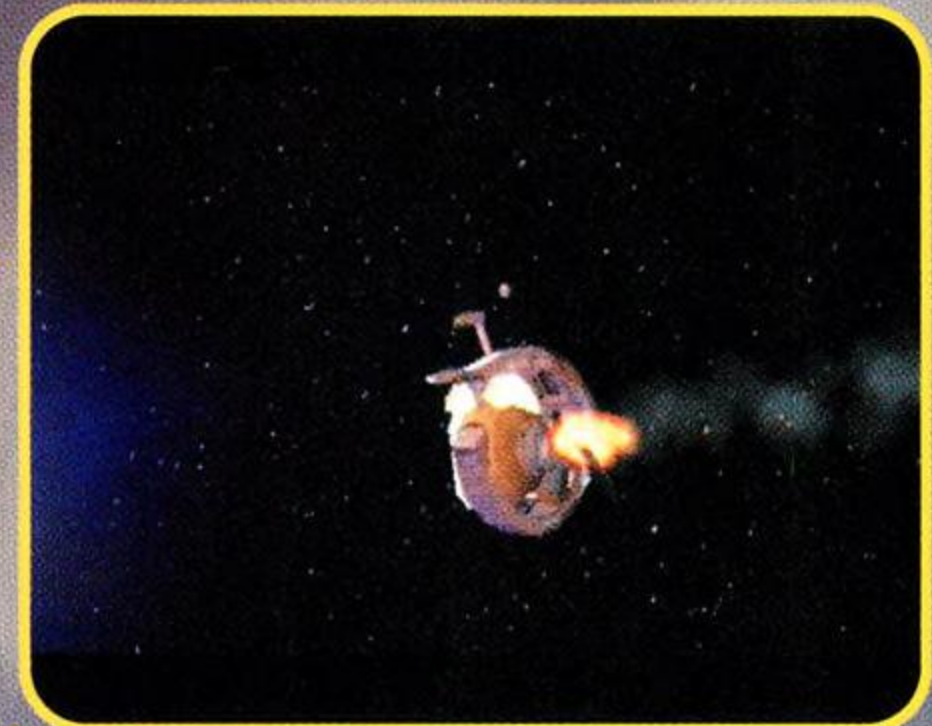
Once something is tagged, manually target it and you can shoot it down with fewer shots. Once a wave of fighters is tagged, simply start firing into space until all your targets have disappeared.



Mission 3

## Mission Debriefing

*Nice job, Vana. Now it's time to dust yourself off and get out of here before the Trade Federation sends any more mercs in your direction. Wait a minute, why is that damaged hunter-seeker droid heading for the uninhabited planet of Eos? You'd better check it out.*



# Mission 4: Secrets on Eos

## Vana Sage



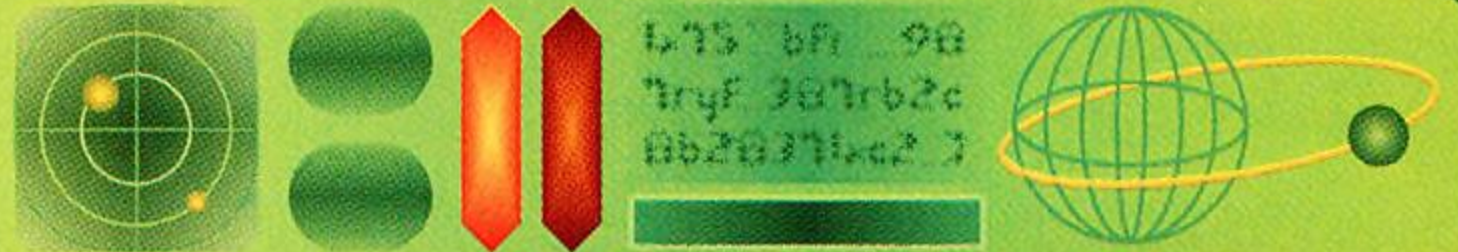
Guardian Mantis



So much for this planet being uninhabited, huh? It looks as though the Trade Federation is hiding a factory here on Eos, but a factory to make what? Don't stick around to find out. Before you can get out of here, you need to disable the giant shield trapping you on the surface. You must take out seven of the eight shield generators to disable it. You're sure to run into some security, so be careful, Vana, and watch your back.

## OBJECTIVES

1. Destroy Shield Generator 1
2. Destroy Shield Generator 2
3. Destroy Shield Generator 3
4. Destroy Shield Generator 4
5. Destroy Shield Generator 5
6. Destroy Shield Generator 6
7. Destroy Shield Generator 7



## BONUS GOALS

1. Destroy dispensers before droids are launched
2. Destroy all miner droids
3. Complete mission in less than eight minutes

## Mission Briefing

In this mission, hunter-seeker droids crawl across the surface floor and turret droids line the mountain ridges. The tight quarters call for some mad braking ability. That's a job for your trusty astromech droid, Mod-3. By adjusting your repulsorlifts, you can brake on a dime. Use this to your advantage. To avoid any unfriendly encounters, stay high in the air just under the massive shield's center. From here you can destroy most of the turret droids and droid dispensers while staying out of range of any hunter-seeker droids. Good luck, Vana!

## Bonus Goal 1



Immediately fly up to the center of the shield. Position yourself just underneath the shield's beams and lay on your brakes. Continue to hold down your brakes to prevent drifting into the shield.

## CAUTION

Colliding with the massive shield damages your shields, pushing you back toward the surface. Use your brakes to remain stationary and to avoid crashing into the shield.



continued



From your perch high above the fiery surface, pivot around, targeting the droid dispensers hidden in the dark mountains below.

## TIP

From here, shoot down as many turret droids as you can. This makes your stay on Eos a little more comfortable. To save time, use your ion-enabled sensor tags to disable the turret's shields.



The droid dispensers are hard to see. You can identify them in the shadows by their six blue dots, lined up in two rows of three. Rely on your manual targeting system to identify the dispensers before destroying them. Slowly spin,

searching the mountains, by pressing your manual targeting button. Once a dispenser is in sight, fire at it until it explodes.

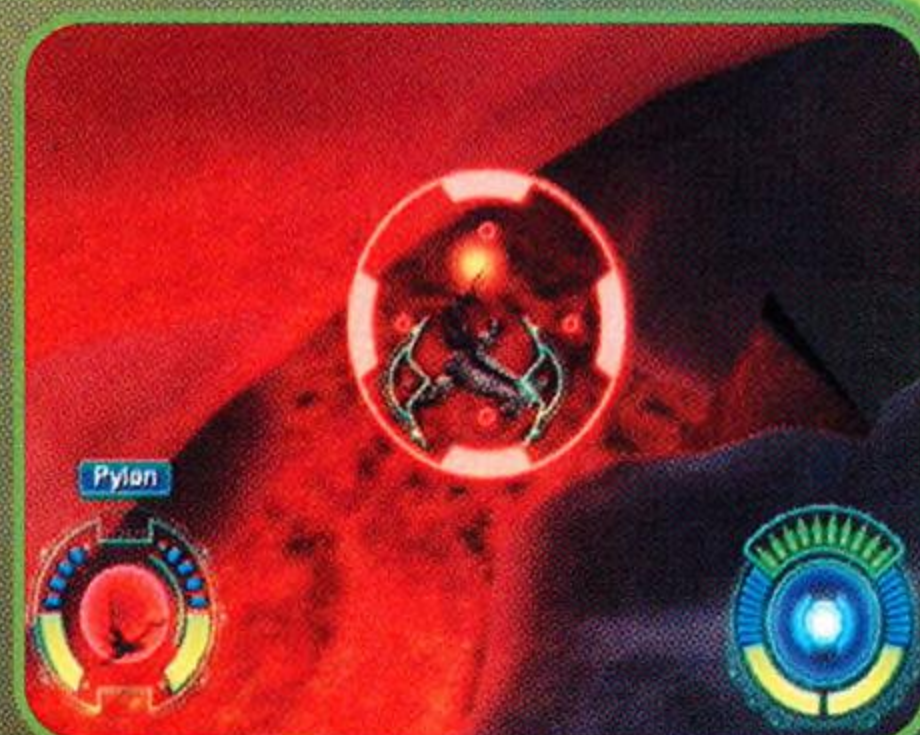
You must destroy six droid dispensers to obtain your goal. From this vantage point, you can destroy five. The final droid dispenser is hidden behind the floating factory. Stay high above the surface and move to the side of the factory to get a clear shot.

Bonus Goal 1 is complete!



## Mission Objectives 1-7

The shield generators are located around the perimeter of the mountains. They contain a pylon that emits a laser into the air, creating a protective canopy over the surface of the planet. A shield generator shows up on your target indicator as a pylon.



## CAUTION

Keep an eye out for any remaining turret droids on the back of the mountains when destroying the shield generators. If you haven't shot any turret droids at this point, return to the top of the shield and take them out.

It's time to disable the shield so that you can get the heck off this planet. Stay high off the ground as you make your way around to each shield generator to prevent any confrontations with hunter-seeker droids.



Shoot the shield generators from a distance to avoid crossing the path of any of the remaining turret droids on the back of the mountains. Use the sniper view to increase accuracy.

Speed up the destruction by using your ion-enabled sensor tags. These take out the shield generator's shields, leaving you less to blast before they blow. Circle around the skies until you take out the required seven shield generators.



### TIP

Before destroying the last of the seven shield generators, ending the mission, head down to Eos's surface to obtain Bonus Goal 2. Once you have destroyed all the miner droids, blow up the final shield generator to complete the mission.

### Bonus Goal 2

Miner droids are the small pill-shaped droids that scurry about on the planet floor. They don't show up on your targeting sight, so you cannot target them. These droids are harmless, but they're protected by hunter-seeker droids, making it dangerous to pursue them.

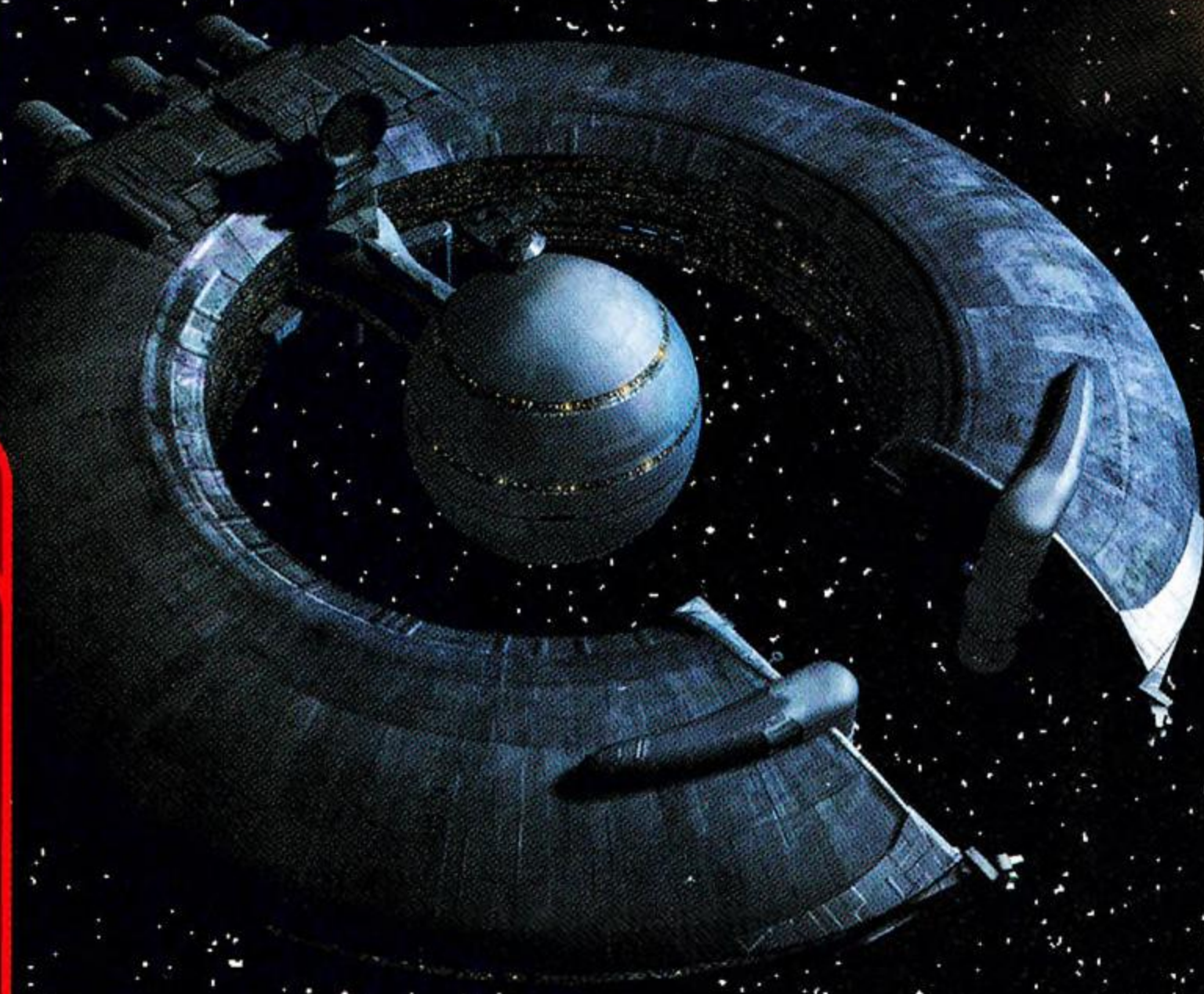


Look for eight miner droids traveling across the lava's surface in the center of the mountains. They don't run from you or change their course when fired upon, so shooting them should not be too difficult.

Fly down toward the lava floor and take aim at the tiny droids. Keep an eye out for any hunter-seeker droids that may be lurking around the area.



continued ▶



← continued

### NOTE

The miner droids can be shot from high in the air with sniper view. The miner droids are harder to see from here, causing you to spend more time completing this bonus goal. However, it's a good idea if you are low on health and cannot afford to get hit by a hunter-seeker droid.



The miner droids run set routes around the large factory in the middle of the lava lake. At times they briefly go toward the mountains, then return to the lava. Circle around the factory until all the little menaces are destroyed.



## Bonus Goal 3

The key to completing this mission in less than eight minutes is staying high above the ground, out of range of turret droids and hunter-seeker droids. From a high altitude you can shoot all of your targets without wasting time defending yourself from attacks. Don't forget to use your ion-enabled sensor tags to disable a target's shields to save time.

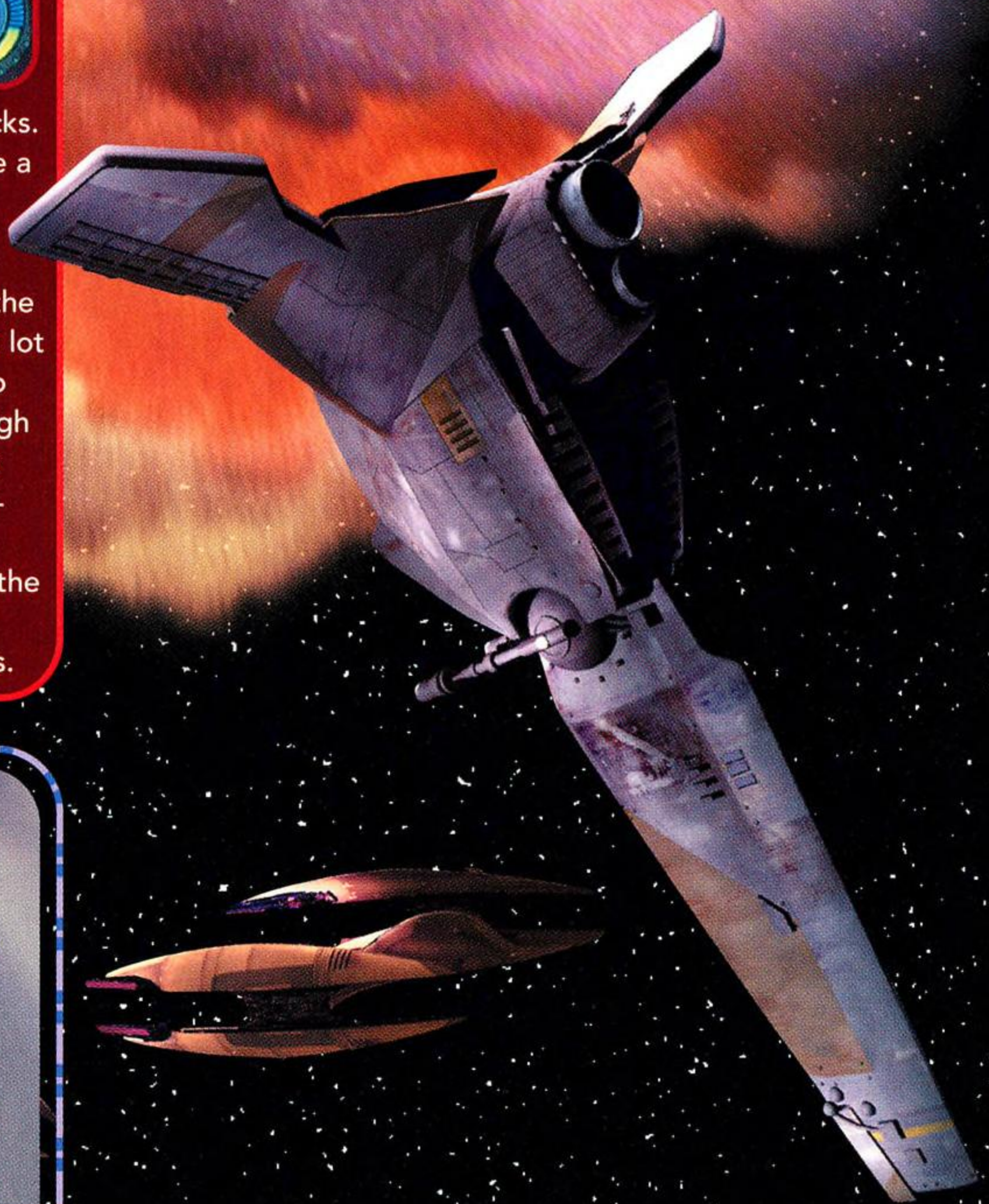


Fly down to the surface to destroy the miner droids—it's a lot faster than trying to shoot them from high above. You're stuck facing a few hunter-seekers, but they perish quickly with the help of your ion-enabled sensor tags.

## Mission Debriefing

**Way to go, Vana! With the massive shield destroyed you can finally get off of this burning planet and call it a day. Next time, think twice before you take a job with the Trade Federation. Now get home and relax, you've earned it.**

**Only a space mercenary could call a giant spaceship "home sweet home." Park your ship and take a load off. Ahhh! A gun to the head is not a good way to unwind. This could only be Nym, the space slug that you put behind bars. Think fast, Vana! Maybe you can bargain your life for the information you learned on Eos...**



# Mission 5: Piracy above Lok



Пym



The Havoc



What's a pirate to do without a pirate ship? You've had a bone to pick with Vana Sage ever since she put you behind bars and took your bomber, the Havoc. But now that you're out, the tables are turned. Fortunately for her, she has some knowledge that could save her life. The Trade Federation has been pretty active. They have a factory that is mass-producing droids. What could they be up to? But first, you have to take care of Vana. Should you blast her? Nah. She might be useful later. Keep her locked up, though, so you'll know where to find her in case you need her.

## OBJECTIVES

1. Disable one superfreighter
2. Destroy all scarab fighters
3. Destroy TF repair ships
4. Destroy all droid starfighters

### BONUS GOALS

1. Destroy four TF freighters
2. Complete mission in less than seven minutes
3. Destroy missile frigate

## Mission Briefing

It's time to get a few supplies. A raid on a convoy of Trade Federation freighters is a good idea. Fly in with your wingmen and disable one of the superfreighters. This is a tough battle with a lot of opposition. The bigger targets are your priority, but take out any scarabs in between. Keep up the attack and the cargo on the superfreighter will be yours in no time.

## Mission Objective 2

The first thing you see in the distance is a convoy of enemies, including superfreighters and TF freighters with scarab fighters defending them. First, take out those fighters while you make your way to the freighters. If left alive, this first wave of scarabs become a real nuisance.



### TIP

Now you have a pirate crew to control. Assign them different targets. Use them to attack enemies if you're busy doing other things. Or assign them to attack heavily armed crafts to draw fire while you attack with minimal damage to yourself.

Put on your boosters and get to the action. You're on a time limit. Target the nearest scarabs for you and your wingmen and start firing. Be ready to aim your craft in different directions. Those blasts from the scarabs can really hurt.



## Mission Objective 1

With those fighters out of the way, you can concentrate on disabling one of the superfreighters. Choose one to attack and use eight or nine of your energy bombs along with your dual triple-laser cannons to disable the craft quickly. Don't worry, your energy bombs recharge.



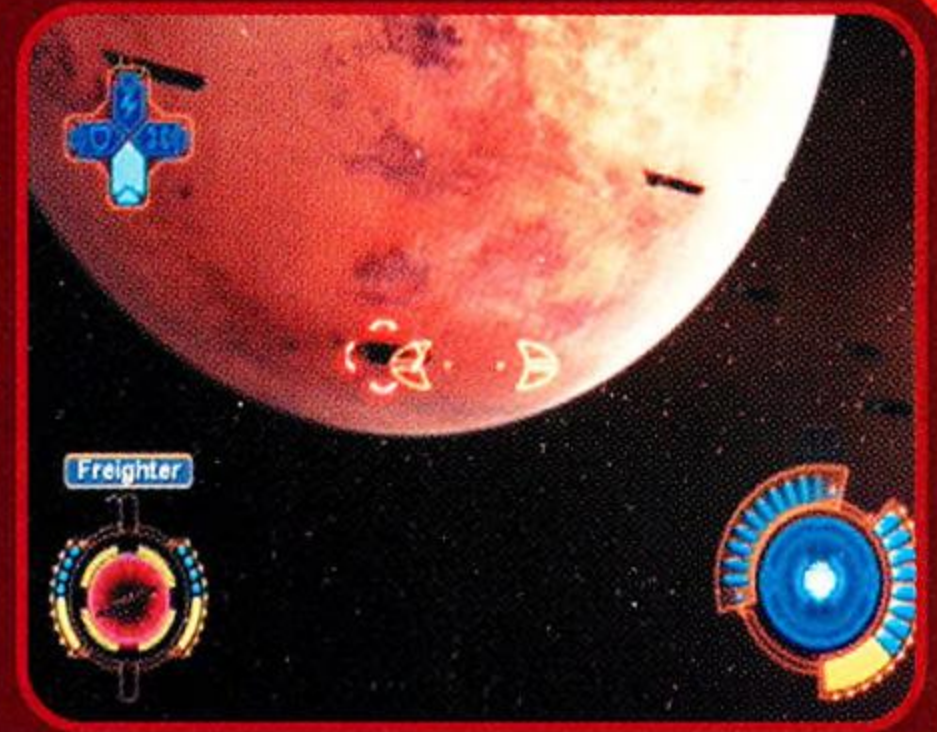
You might take some fire from enemy ships, but stay on your target. It's critical that you disable that ship. You should be able to disable a superfreighter before you receive much damage. Don't worry about those scarabs; they can wait until later.

### TIP

Don't be afraid to fly up close to the superfreighters or TF freighters when you're on the attack. Being close helps ensure that your energy bombs find their targets. Just be careful of the superfreighters' lasers.

## Bonus Goal 1

Take out four TF freighters flying close to the superfreighters next. If you don't destroy them early, they will escape when more enemies fly in to attack you.



Fly up close to those freighters. Four of your energy bombs used in conjunction with your laser cannons will do the job. Ignore any scarabs shooting at you. You'll deal with them soon enough.



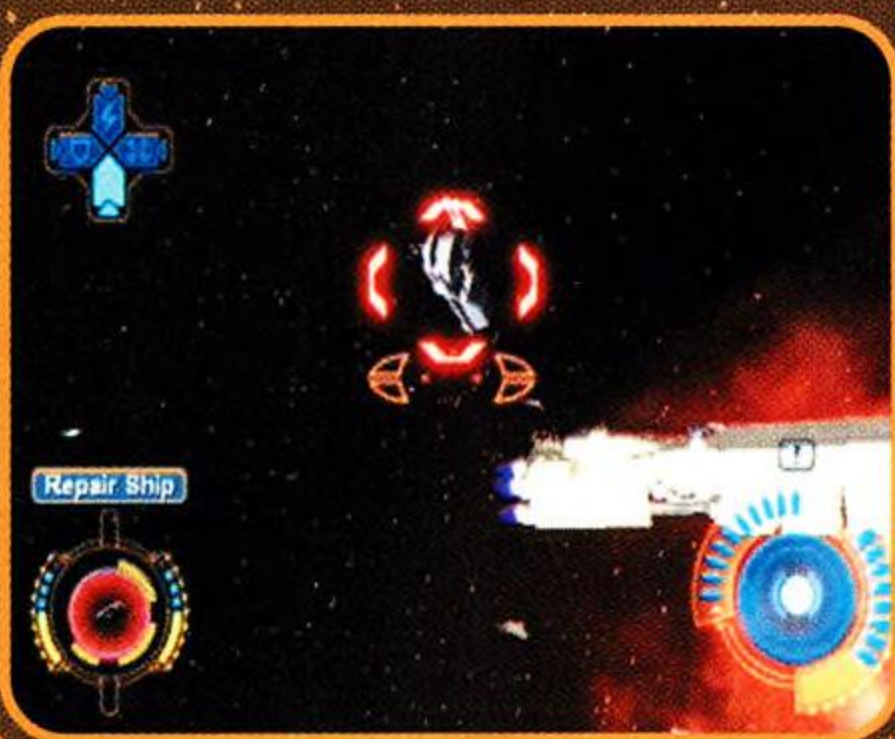
## Mission Objective 2

Now take on those scarabs you've ignored for so long. If you haven't done so already, set your wingmen to attack those fighters. They might outnumber your team, but they won't be a problem for an experienced pilot like you. Take out as many as you can, because you still have other things to take care of.



### Mission Objective 3

The Trade Federation really wants that superfreighter. Two TF repair ships show up to fix the damage. You're in big trouble if they get the freighter up and running. Target those TF repair ships and blast each one with four or five energy bombs until they're nothing but scrap metal.



That repair ship is trying to repair the superfreighter. Teach the Trade Federation a lesson by targeting that ship fast, before the repairs begin, and blowing it to bits.

### Mission Objective 2

You're close to commandeering that superfreighter now. Don't forget those scarabs still zooming about. Destroy any remaining scarab fighters that are running amok still. This is the last of them.



### Mission Objective 4



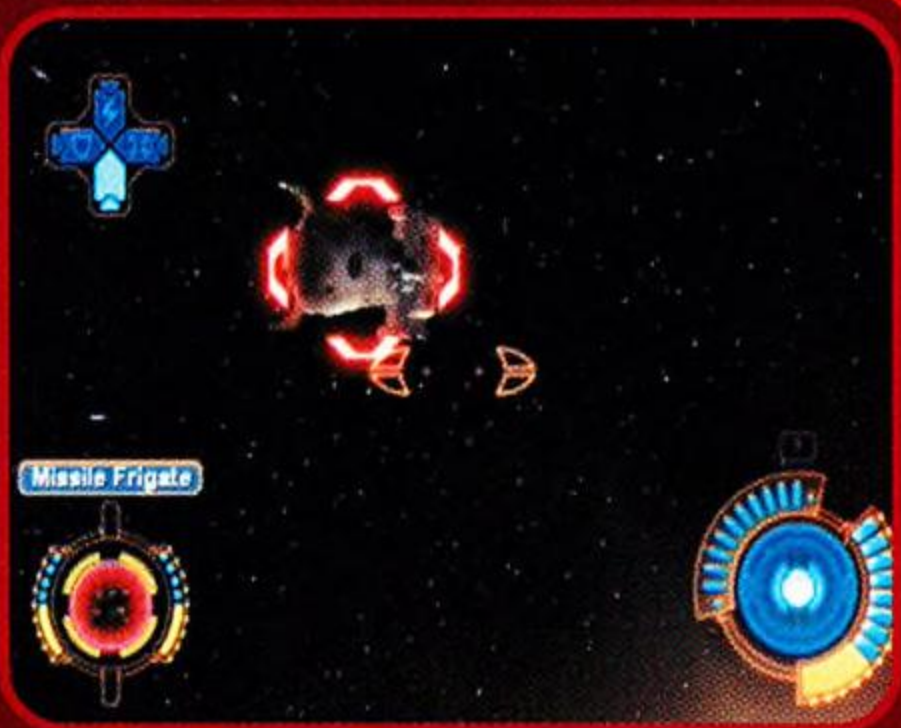
Just when you thought you were done, the Trade Federation pulls a fast one on you. The disabled superfreighter is unloading its cargo. Uh oh. Those are droid starfighters.

The droid starfighters don't have very strong defenses. Rip them apart with a few laser shots. There are only a few left. Might as well have your wingmen help you out.



### Bonus Goal 3

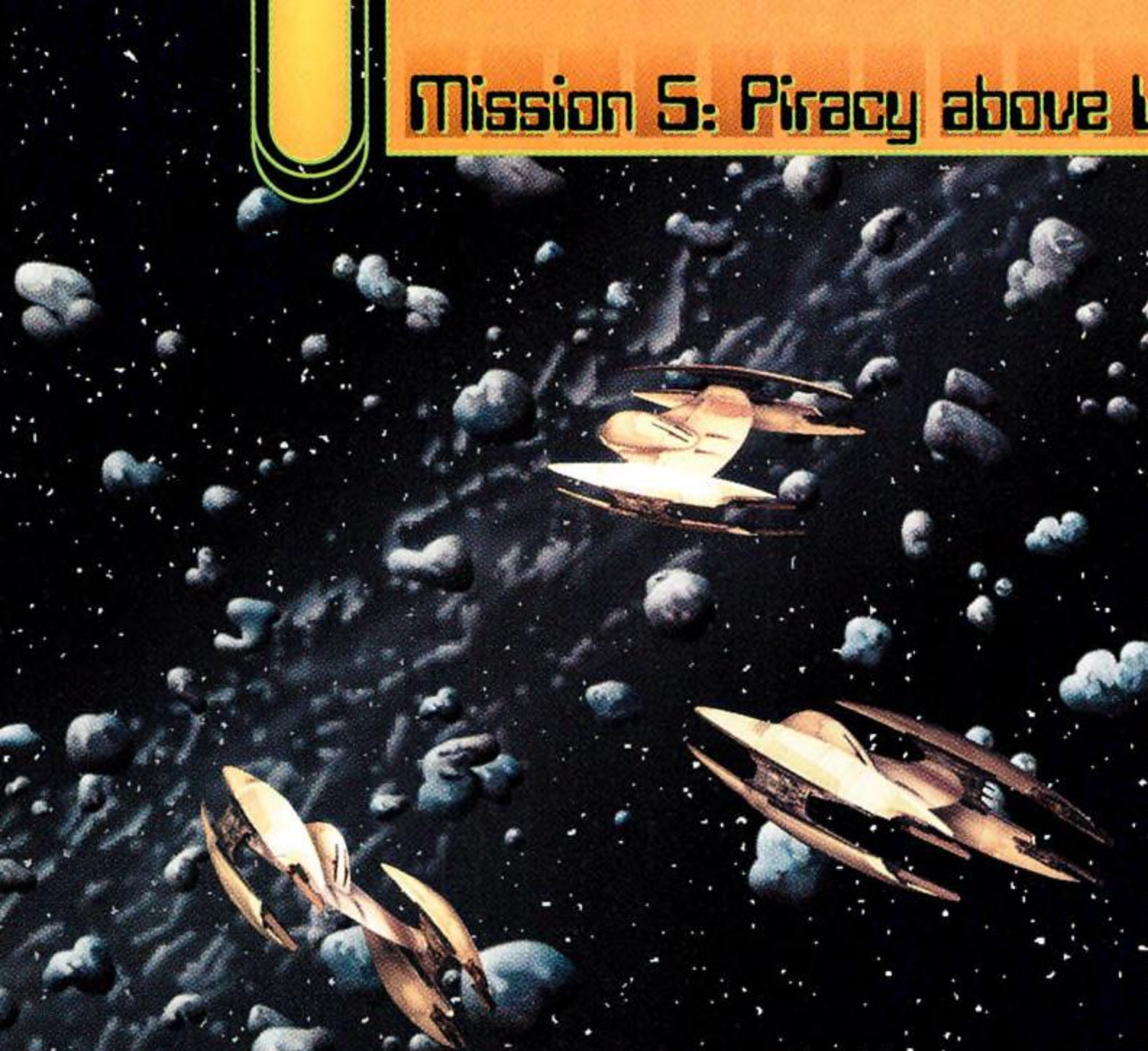
Those TF repair ships didn't come alone. They brought a missile frigate for defense. Let's hope your energy bombs have recharged. You're going to need most of them to destroy this frigate.



Target that missile frigate. Set your wingmen to attack it to draw its fire and weaken its hull. After a few blasts from you, the frigate is destroyed. If it gets in firing range, brake to avoid the missiles it fires.



# Mission 5: Piracy above Lok



## Bonus Goal 2

It isn't too difficult to complete this mission in less than seven minutes. You already have flight experience and now you have wingmen to help you. Use them. Have them target enemy fighters and freighters around you. This way, you can destroy more enemies and save some time.



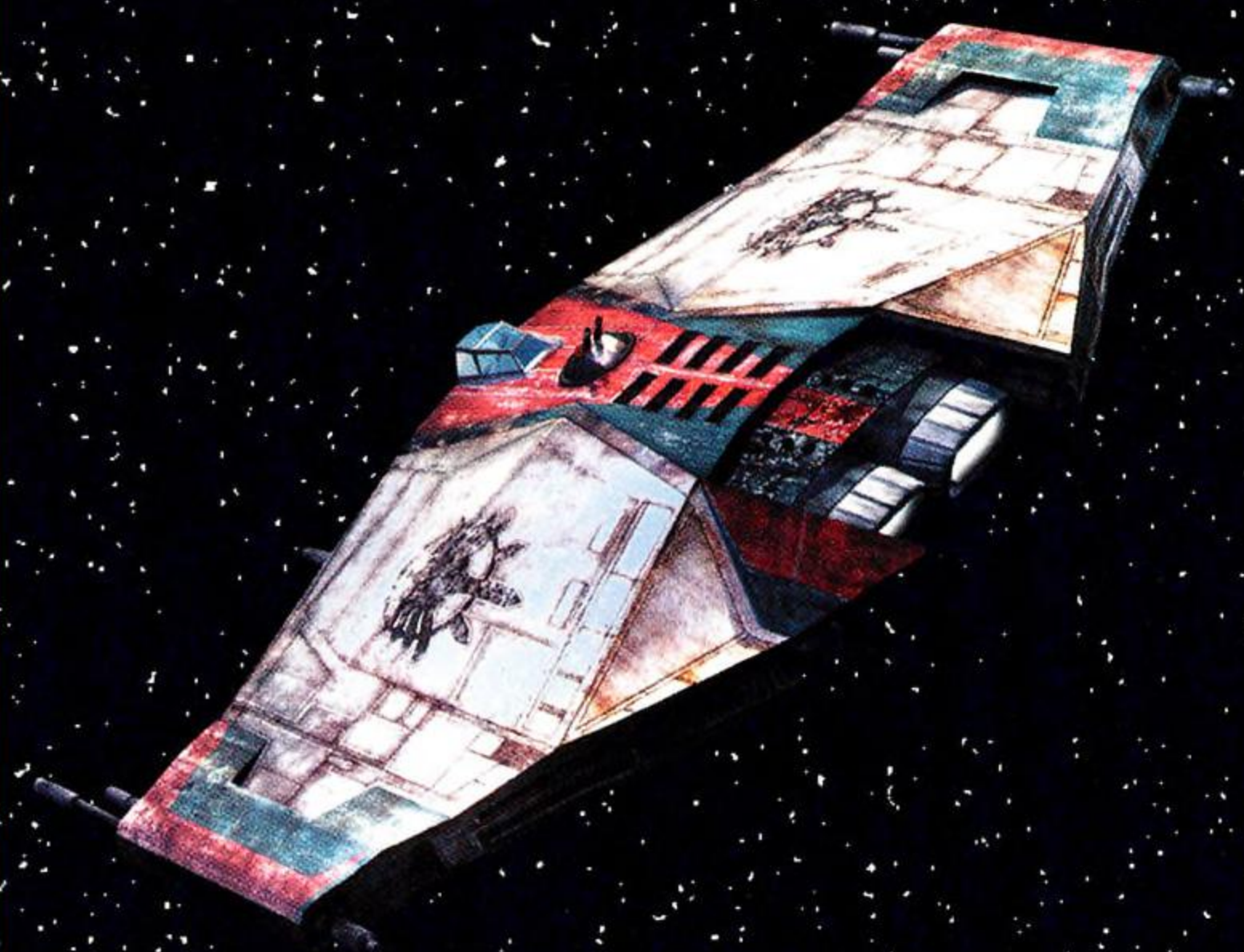
Use your boost. Not only can it get you away from trouble, but it also brings you to far-away targets. Boost from enemy to enemy to shave seconds off your time.

Be precise with your energy bombs. Aim at your target correctly. A few missed bombs are costly. You have to wait for them to recharge while the time ticks away.



## Mission Debriefing

*Great job! You were able to disable that superfreighter and dispatch the Trade Federation ships. But it looks like your salvage is falling toward the surface of the planet Lok. The only thing left to do now is to head planet-side to claim what is now rightfully yours. Finders keepers, right?*



Mission 5

# Mission 6: Valuable Goods



The Havoc

The disabled Trade Federation superfreighter fell to the surface of Lok and crashed near the river. Your pirate crew is on the scene to unload the contents, but you have to supply air cover. The Trade Federation is determined to get back that superfreighter. Keep one eye on the sky and one on the ground. Lots of enemies will come at you. Tanks roll in on the ground while scarabs and bombers attack from the sky. Remember your objectives. You must protect the pirate freighter at all costs. You have to move fast and stay on the alert.

## OBJECTIVES

1. Protect pirate freighter during loading
2. Escort pirate freighter



## BONUS GOALS

1. Destroy dropships before tanks are launched
2. All pirate speeder bikes must survive
3. Destroy recovery freighter

## Mission Briefing

This mission can be difficult. Enemies come at you from every direction. You have to shoot fighters out of the sky and destroy an army of tanks on the ground. Protect your pirate freighter. You can fly out and attack key targets, but don't forget to fly back and defend the freighter. Keep this tactic up and you can get all your crafts to the cave entrance safely.

## Mission Objective 1

Immediately target the two AATs to your left around the mountain. Use your energy bombs to destroy them quickly, but watch out for gunfire. Those tanks can rip through your shields quickly.



## Bonus Goal 3

In the distance is the recovery freighter. Assign your wingmen to attack this craft. They can soften it up so when you come back later it will be easier to destroy. For now you have better things to do.



## Bonus Goal 1

There are two dropships flying in. Target the one on the right. Use your boost to get to it quickly. Fly over the top of the dropship and unload your energy bombs while firing your dual triple-laser cannons.



You won't destroy the dropship with one pass, so circle up and over to fire at it again. A few more energy bombs do the job.

### TIP

Use your boost a lot in this mission. With so many enemies attacking at once, you have to defend and attack multiple places throughout the mission. Using your boost gets you to these places faster so you can complete your objectives and goals. Your boost can also get you out of trouble if you fall under attack.

## Mission Objective 1

Head back to the downed superfreighter. Zoom in to the right of it to see some AAT tanks rolling in. Destroy them before they attack your speeder bikes on the ground. Use the energy bombs sparingly though, because you'll need them for some bigger targets.



### TIP

This mission requires you to blow up a lot of tanks. They are small and hard to see, so use your sniper view to get a better look at your targets.

## Bonus Goal 3

When the immediate threat of tanks has been eliminated, you can get back to the recovery freighter that your wingmen have been attacking. Get to the freighter before it gets away. Fire a few energy bombs at it to destroy it completely.



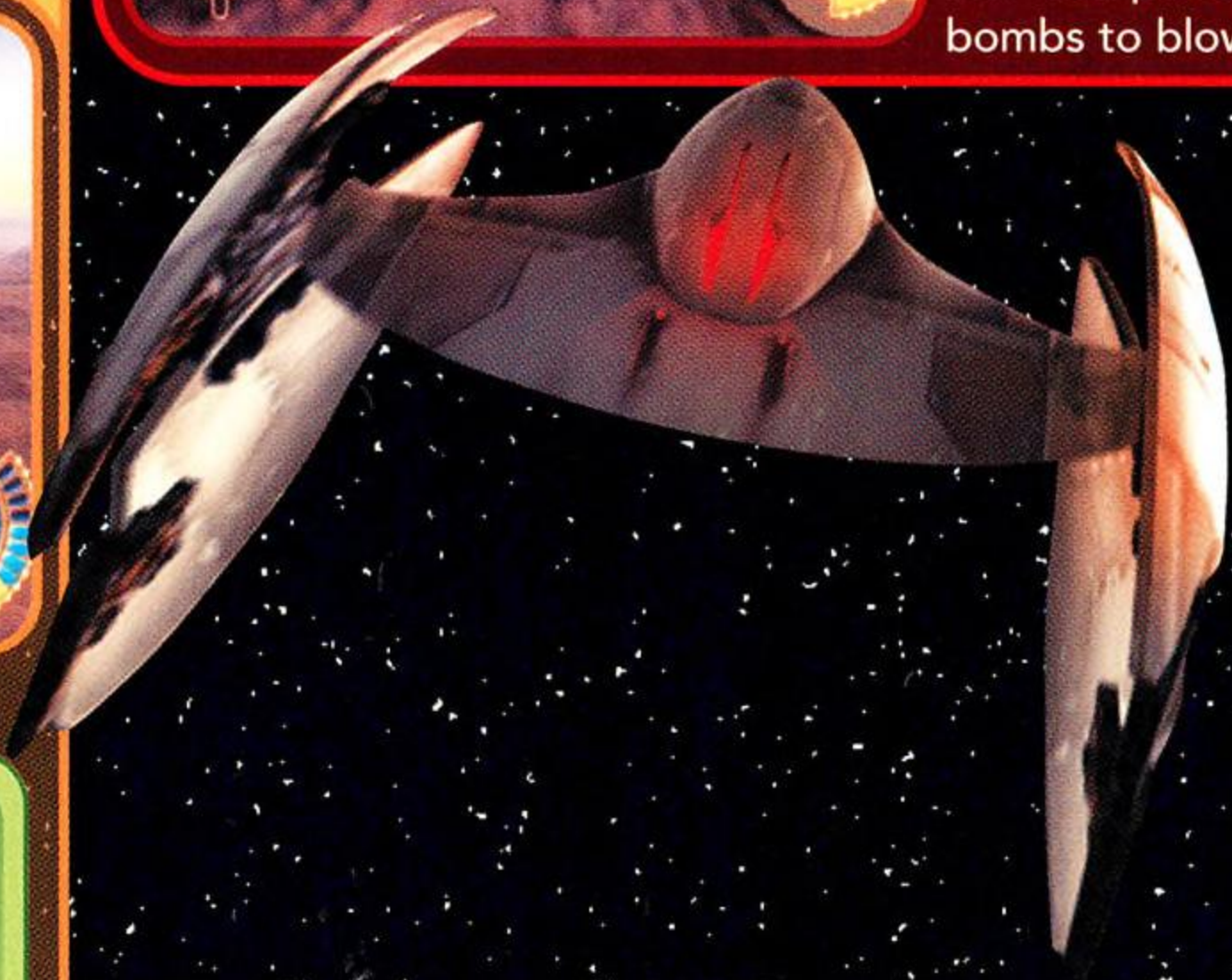
### TIP

After the recovery freighter has been destroyed, your wingmen need something new to do. Those scarabs are really bothersome. Assign your wingmen to shoot them out of the sky.

## Bonus Goal 1



Don't take your eyes off the sky. You still have another dropship in the area. Luckily for you, it flew over your pirate freighter and those speeder bikes got in a few good shots. All it needs is a few well-placed energy bombs to blow it up.



### Mission Objective 2

The freighter is all loaded up and ready to go. It's going to take the river route to get to the cave entrance. It's your job to make sure it gets there safely. Continue to fire at your enemies. They seem to be everywhere, don't they?



### Bonus Goal 2



There are still more tanks around. Go back and destroy any that you see along the river route. Look closely because those tanks blend into the background from far away. Even one tank can destroy a speeder bike.

### Bonus Goal 2



After your freighter hits the water, your speeder bikes follow along the riverside. Unfortunately a lot of AATs are set up along that path to take them out. Destroy the tanks before your speeder bikes get there so they don't take any damage.

### Bonus Goal 1

The third and last dropship will arrive at any moment. Charge up your energy bombs and be ready for the dropship to land. When it starts to descend, rush in to attack. Drop your bombs and fire your laser cannons. That dropship won't be releasing tanks anytime soon.



### Mission Objective 2

Around this time a squad of bombers flies in to do some damage to your freighter. Take a break from destroying tanks and concentrate on those bombers. Position yourself close behind them and fire away. You shouldn't have a problem sending them crashing to the ground.



# Mission 6: Valuable Goods

## Bonus Goal 2



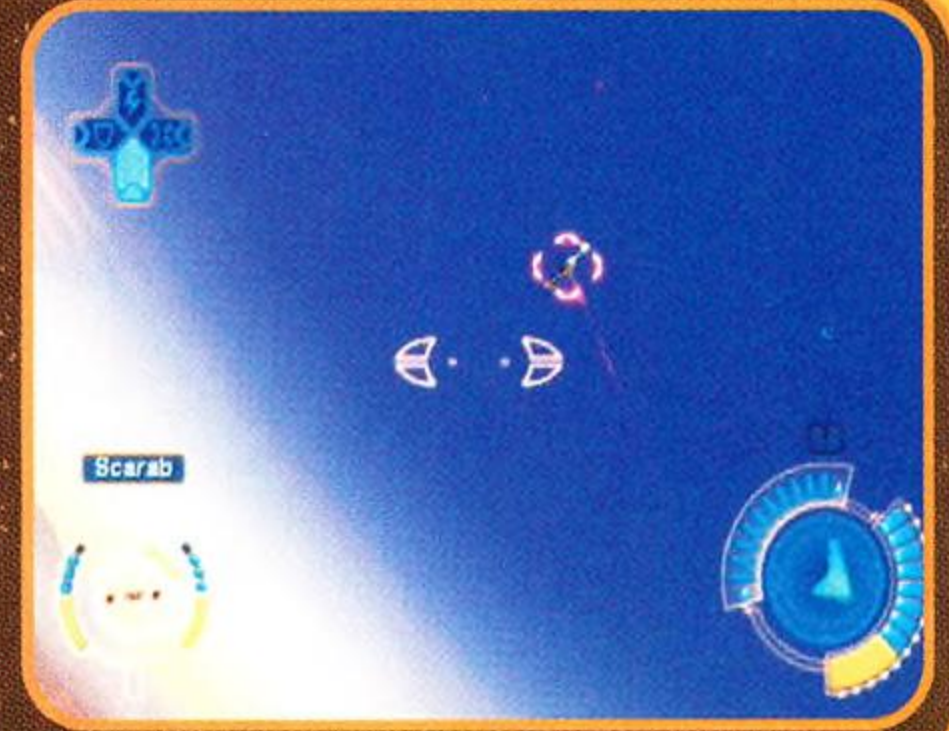
If there are still more tanks along the riverfront, dismantle them quickly. They could attack your speeder bikes or worse, attack your freighter.

The last tanks are located near the cave entrance. They are just waiting for the chance to blow up your friends on the ground. Don't let them. Fire a few energy bombs and wipe them out.



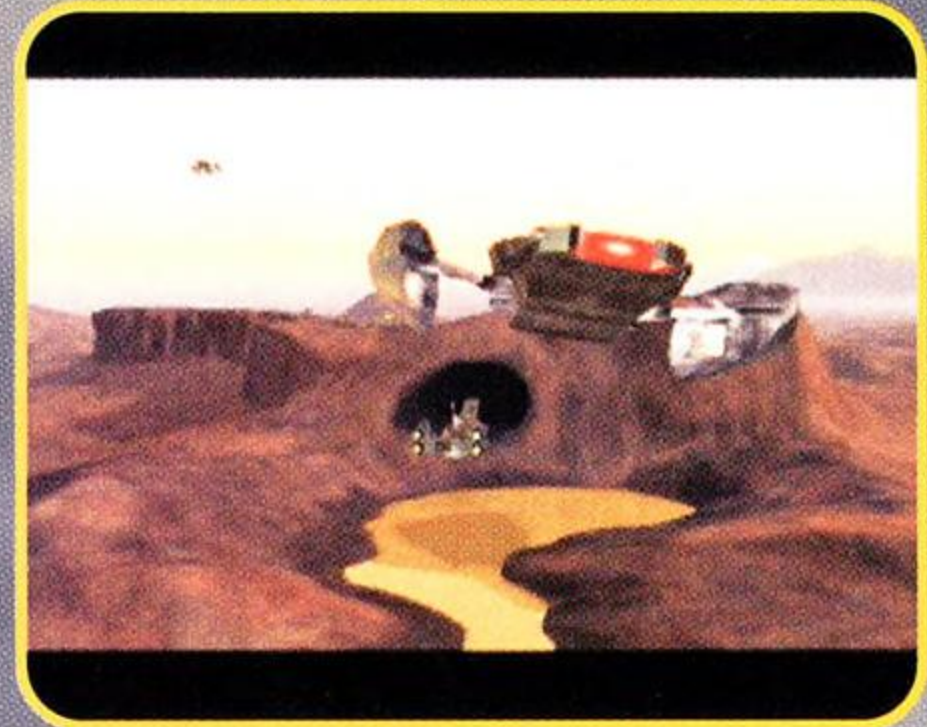
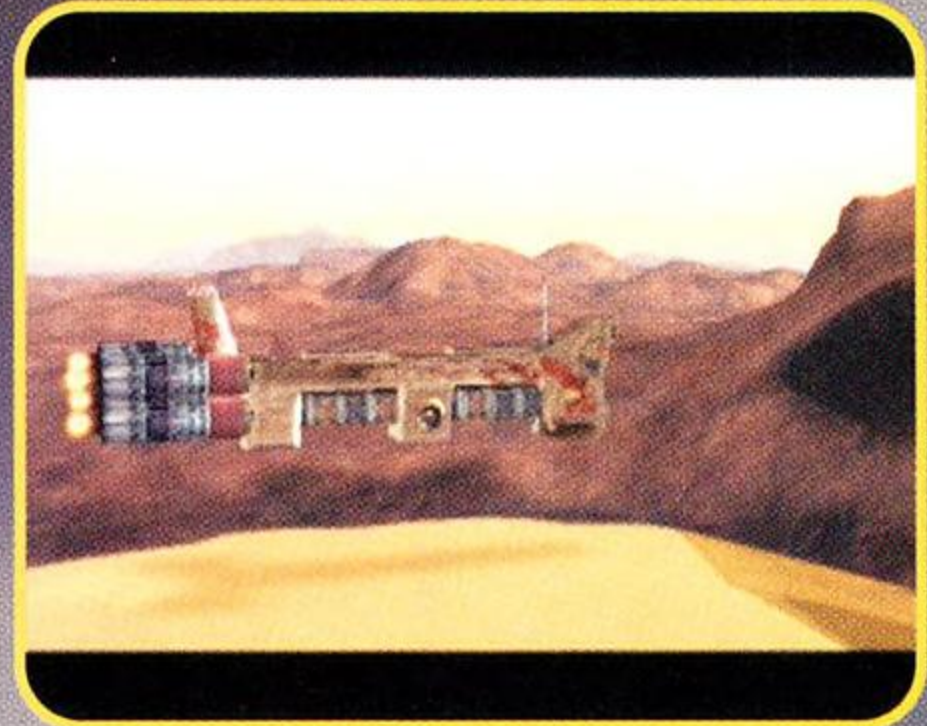
## Mission Objective 2

You're very close now. The pirate freighter is almost at the entrance to the cave, but keep up your defenses. There are still scarabs around that aren't finished with you yet. Assign your wingmates to help you shoot them down.



## Mission Debriefing

*The pirate freighter made it to the cave intact. Congratulations! You're going to get that cargo you've worked so hard for. But is this the last you'll see of the Trade Federation? Only time will tell.*



# Mission 7: Eye of the Storm



The Havoc

You've made it back to the planet Lok's surface with the stolen cargo. While stowing the cargo, your boys find some sort of transmitter among the haul. That could explain the mysterious disturbance in Sector 3. Scout 21-R5, on a routine patrol, runs into a fleet of Trade Federation goons. Drat! That transmitter led them right to you. Better get your motors running; this one's going to be a doozy.

## OBJECTIVES

1. Protect evac transports during loading
2. Protect inferno turret
3. Escort evac transports

## BONUS GOALS

1. Destroy dropships before tanks are launched
2. All decoy freighters must survive
3. Escort Jenkins to his FREEFALL

## Mission Briefing

The Trade Federation isn't holding back on this one. You've got wingmates to help you, so use them. They should always be attacking or defending something other than you. Never leave them on their default order, which is to defend you. You can take care of yourself. The Trade Federation's attack is split between ground and air forces. To keep them at bay, manage your time and attention carefully. Concentrating on any one wave of attackers for too long means leaving other areas of your base undefended. If you don't know how to juggle, you'd better learn, quickly. Keep the Trade Federation from wrecking your base long enough for your crew to evacuate.

## Bonus Goal 1

Destroying the four dropships completes the first bonus goal and reduces the number of tanks crawling around. The first two dropships appear just above the opening in the crater that houses your base.



At the start of the mission, immediately boost out of the shaft and turn your attention up and to the left. Send your wingmates to attack the dropship on the left, but don't attack it yourself. This weakens the dropship and

speeds things up later when you do attack it.

*continued*

# Mission 7: Eye of the Storm

continued

While your wingmates are weakening that dropship, boost up over the ridge and toward the second dropship. Fire your laser cannons as you fly toward it to chip away at its shields. Don't stop until you're directly above it. Now, orient yourself so that you're looking down on the ship and drop energy bombs on it until it blows.



## TIP

Immediately after you set your wingmates to attack the first dropship, notice the wave of scarabs flying underneath it. From this vantage point, before you head toward the second dropship, you have just enough time to destroy most or all of those scarabs. This is for

advanced pilots only, as it requires a high degree of accuracy. Keep your sights on them as they fly by and you can finish the wave off as your starship flips upside down. Return your attention to the dropships by the time you hear "Nym, stop those dropships," or you won't be able to destroy them in time for the bonus goal.



With the second dropship out of the way, boost over to the first one and orient yourself above it. Drop the rest of your energy bombs on it while barraging it with your cannons to blow it up. Energy bombs take time to recharge, so aim carefully.



## Mission Objectives 1 - 2

Stay within the crater after the first two dropships are destroyed. The inferno turret and evac transports, which you must protect, are here. With so much going on in this mission, accuracy and speed are everything. Target all the scarabs and wreck them fast. You have a limited time to destroy as many as you can, because soon you'll have to turn your attention elsewhere. Order your wingmates to attack your targets to help speed things up.



## TIP

When you've damaged an enemy enough to make it start spinning out of control and smoking from the back, consider it neutralized. Don't waste your time and ammo on it. Move on to the next target. Beware, however, that it may smoke without spinning out. Make sure it spins out.

## Bonus Goal 3



Amid the battle with the pesky scarabs, you learn that all of your men are accounted for except Jenkins. Scratch that, here he comes. As you look out of the crater's opening, you see two craters. Jenkins is coming around the

side of the crater on the right. Tap the manual target button in this general area to find him.

Your mission is to get Jenkins back to base alive. After locating him, use the *Havoc's* sniper view to zoom in behind and above him. In the distance is a group of scarabs targeting him. Manually target the sky above him to find them. If you hope to save him, you must start firing as soon as you can see them in your sniper view.



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Using your wingmates is critical here. As soon as you have a scarab targeted, assign your wingmates to attack it. At the same time, send as many laser shots as possible in its direction. When you and your wingmates have destroyed a

scarab, manually target the next scarab for your wingmates immediately. You must join your wingmates in the attack to be successful. On the Hard difficulty level, there's very little room for error. Speed and accuracy are key. Keep Jenkins alive until he reaches the opening in the crater and you can move on to another objective. You'll be awarded the medal soon enough.

### Mission Objectives 1 - 2

Leave Jenkins at the crater opening; he'll be fine from there. It's time to take out some tanks. Check out the two C-9979s unloading those AATs. How nice of them to unload them in such a tight formation! A few well-placed energy bombs in front of them should teach them a lesson.

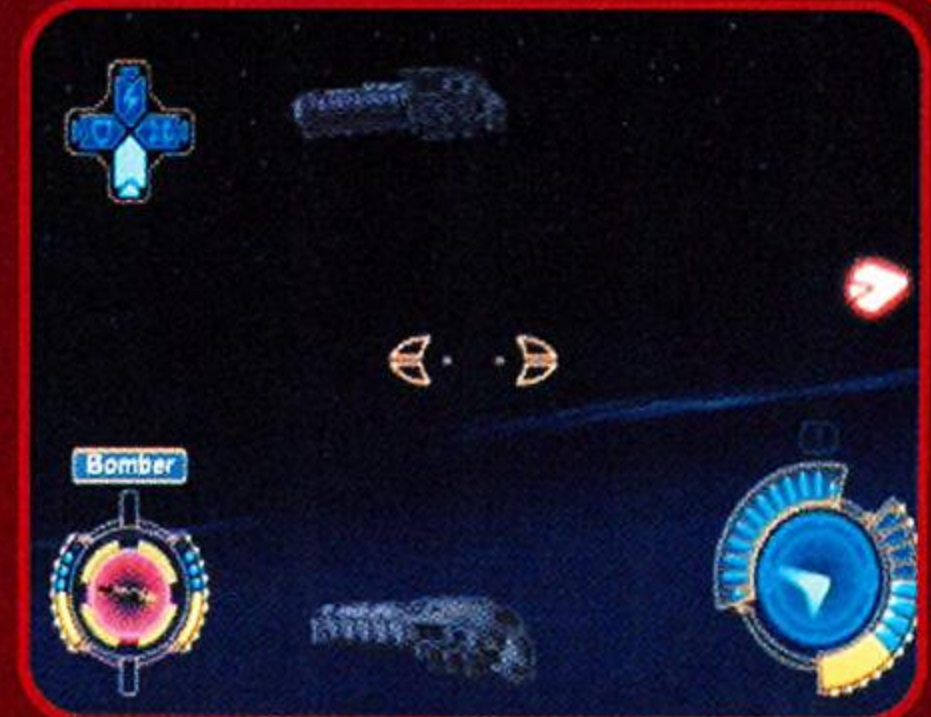


Bomb as many tanks as you can before you hear about the bombers heading your way. Stay just outside the crater opening, just above the C-9979s, and pelt the bombers with laser fire as they slowly fly by. Assign your wingmates to attack them. Destroy as many as you can before they get too far into the crater.

Destroy as many as you can before they get too far into the crater.

### Bonus Goal 1

Leave the bombers, turn away from the crater, and look up to see the last two dropships in the distance. Make a beeline toward the one closer to the ground and junk it.



### TIP

Do not target either dropship. You can destroy them without getting a lock on them. Instead, leave your targeting sights locked on the bombers back at base. With the bombers still locked in your sights behind you, send your wingmates to attack them. Why not let your wingmates clean house for you? Watch your wingmate command display to know when they've destroyed one. When they do, immediately have them attack the next bomber.

You've got plenty of time to destroy the last dropship above you before it lands. Still, you need to get back to the base, so make it snappy.

### CAUTION

These dropships like to spin around as they drop down. If you're above them dropping energy bombs, aim toward the center. If you aim at the edges, you'll miss as the dropships rotate.

### Mission Objectives 1 - 2

Jet back to the base and help your wingmates clear it of enemy crafts. If you were able to save Jenkins, you'll notice him bombing tanks just outside the crater. Be quick and accurate. The decoy freighters are taking off soon and it'd be nice if they had a clearer sky.

### CAUTION

Don't forget about tanks that may be in the base. Keep an eye out for them and bomb them. They are the ones that can do the most damage to the Havoc.

# Mission 7: Eye of the Storm

## Bonus Goal 2

The decoy freighters are meant to draw the Trade Federation's fire as the actual evac transports prepare to escape. Look to the crater's center to see the first decoy freighter lifting off.



### TIP

The bombers are the most dangerous enemies when protecting the freighters. Target them first.

Keep near the decoy freighter as it lifts off. Set your wingmates to attack your targets. Remember to reassign them as you destroy your targets. There are three decoy freighters to protect for the bonus goal. Keep at it until the evac transports can take off.

## Mission Objectives 1 - 2

It's been a tough fight but, if you've kept at it, you are rewarded with the soothing "Objective Complete" message appearing on the screen.



## Mission Objective 3

You're almost done. Now that the decoys have drawn the Trade Federation's fire, the first evac transport can safely lift off. Defend the evac transport as you did the decoys. If the decoys haven't safely gotten away yet, keep an eye on them in case they need help.



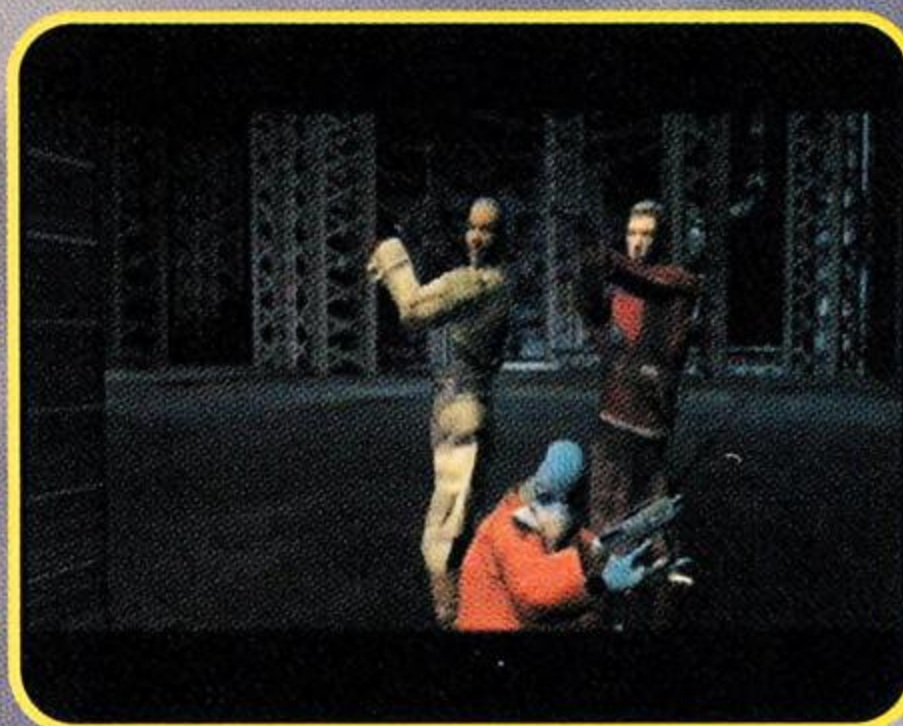
Be alert. You didn't get this far just to let the evac transport get destroyed. Scour the sky for enemies and attack them with your wingmates. Keep at it; the mission is yours before you know it.

## Mission Debriefing

*While you were able to save one of the evac transports, the other one wasn't so lucky. The Trade Federation will pay for this. As a pirate, you've always had your base prepared for such a raid. Explosive charges are set throughout the compound to prevent any raiders from looting the place. The time has come to detonate those charges and fly away like ravens. These raiders will never be back.*



*After that hairy mission, you realize that it was a good idea to keep Vana Sage alive after all. She must know more about the Trade Federation. You return to find that her two friends have freed her. What's worse is that they want to enlist your help to destroy the Trade Federation droid factory. Well, you do owe the Trade Federation a little pay-back for destroying your base...*



# Mission 8: Taking the Offensive



## Rhys Dallows



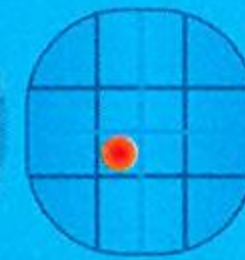
N-1 Starfighter



The Trade Federation has tightened up security since Vana was last on Eos. Protecting the planet is the standard arsenal of scarabs and droid starfighters. In addition, they have a powerful new cannon that fires from the planet's surface. It's your job, with the help of Reti, to penetrate the Trade Federation's orbital defense network so that Vana and Nym can get to the droid factory.

## OBJECTIVES

- 1. Destroy orbital satellites
- 2. Destroy escaping TF freighters



## BONUS GOALS

- 1. Destroy escaping superfreighter
- 2. Destroy all TF fighters
- 3. Complete mission in less than seven minutes

## Mission Briefing

This is it, Rhys. Vana and Nym are depending on you to shut down Eos's orbital defense network. Destroying the four satellites turns off the cannon. Expect heavy resistance from waves of scarabs and droid starfighters. Let Reti do most of the work on the satellites while you cover the starfighters. As if that wasn't enough to worry about, you must also stop three freighters from escaping. The good news is that Reti has equipped your starfighter with some fancy new advanced proton torpedoes to help you out.

## Mission Objective 1

As soon as you start the mission, find and target the first satellite. Send Reti in to attack it while you concentrate on the starfighters.



## CAUTION

The cannon on the planet surface attacks periodically throughout this mission. As soon as you notice the cannon fire coming toward you, alter your flight path to avoid it. If it hits your starship, you're in trouble.



## Bonus Goal 2

With trusty Reti assigned to the first satellite, find the wave of scarabs headed your way. At this point they are still far off beyond the first satellite. Use your sniper view and sharpshooting skills to blow them up before they even reach you. If you destroy them fast enough, you'll have time to join Reti in firing at the satellite before your attention is needed elsewhere.



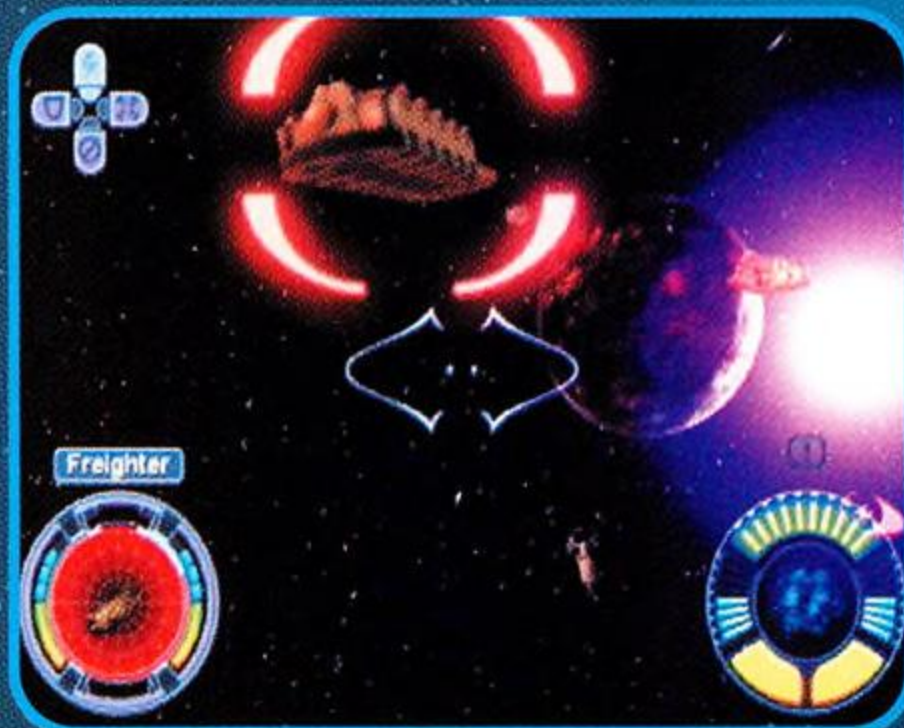
## NOTE

Trade Federation starfighters appear regularly throughout the mission. When they do, the general rule is to drop whatever you're doing and destroy them as quickly as possible.



## Mission Objective 2

Before you can destroy the first satellite, Vana informs you of a convoy of TF freighters in the vicinity. Leave the satellite to Reti and fire your laser cannons at the first freighter.



## CAUTION

As you move closer to the freighters, note the trail of mines they leave behind. Shoot if you near one, or simply avoid them altogether. They can ruin your day real fast, not to mention your shields.

## TIP

Get a jump on this second wave of scarabs by using your sniper view. Zoom in above the first freighter and look beyond, toward the planet. From this distance, they look like tiny, sparkling specks. If you destroy them now, you can concentrate on the first freighter in peace.



Watch out for another wave of scarabs coming at you with guns-a-blazin'. Pause your attack on the freighter for a moment and wipe them out. Be quick about it; you don't want the freighters to escape. After the first freighter is destroyed, focus on the next one.

## Mission Objective 1



During your attack on the escaping freighters, Reti was able to destroy the first satellite. It is crucial that you keep your eye on your wingmate command display. As soon as it returns to its default command, you know that Reti's done his job and the satellite is blown.

Immediately after Reti destroys each satellite, reassign him to the next one. Do this throughout the mission for all of them except for the last one. Destroying the last one will end the mission. Save the last satellite until you've completed all the bonus goals.

## TIP

Whenever there is a lull in attacking starfighters, give Reti a hand in destroying the satellites.

### Bonus Goal 2

While Reti is chugging away at the second satellite, provide air cover for him. The scarabs on this mission have deadly aim, so be careful in your dogfights. Change your flight path often to confuse them.



### Bonus Goal 1



Thought you got rid of all the escaping freighters, huh? Well, here's another one. At least this one doesn't drop mines for you to stumble upon.

Throw laser fire at the freighter in between shots at scarabs and droid starfighters. The droid starfighters are tougher to destroy than scarabs, so give them all you've got. With them out of the way, you can terminate this last freighter for a medal.



### Bonus Goal 2

Reti should be on his third satellite right about now. Use this window to unleash all of your dogfighting skills on the remaining scarabs and droid starfighters.

If Reti destroys the third satellite before you destroy all of the starfighters, it is critical that you don't assign him to attack the last satellite. Instead, assign him to defend you. This prevents him from prematurely ending the mission.



While you don't want to destroy the last satellite just yet, you do want to damage its shields. Taking out its shields brings on the last wave of fighters.

Now, it's time to hunt down those things. Enlist Reti's help to make sure he stays away from the satellite. You'll know when you've killed the last of them when you receive another medal.



## Mission Objective 1



Once you're sure there's nothing left to do, unload your cannons and whatever proton torpedoes you have left on the lonely satellite. Mission complete.

## Bonus Goal 3

Seven minutes. That's all the time you have to achieve the final bonus goal. If you've kept on top of your game, seven minutes is plenty of time. Keep the following in mind to cut your time down.



The next wave of fighters comes when a satellite's shields are drained. Reti also warns you when one is on the move. If you can pick them off early enough, you can avoid a dogfight. Dogfights eat away at the clock.

You can't avoid dogfighting altogether. To make the seven-minute time limit, you need top dogfighting skills. Know how to maneuver efficiently and predict your enemy's movements.



While Reti can take out the satellites himself, you can speed things up by helping him. If you find that you've cleared the area of Trade Federation starfighters, fire on the same satellite Reti is shooting at.



Penetrating the shields on a satellite brings the next wave of fighters.

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Keep the waves of fighters coming. You don't want to near seven minutes and have to wait for the last wave to come. Make sure the last satellite's shields are down early enough for you to finish off the mission.

Don't forget to use your new advanced proton torpedoes. They use up two regular proton torpedoes but can destroy many more targets. It is possible to reduce a wave of fighters to one or two fighters with one well-placed shot.



## Mission Debriefing

*With the Trade Federation's orbital defense network stripped away, Nym and Vana can safely descend onto the surface of Eos. You are one step closer to foiling the Trade Federation's plans. After Nym and Vana trash their droid factory, they'll be hard pressed to launch an invasion of Naboo. For now, leave it up to your buddies to handle the droid factory.*



# Mission 9: The Crippling Blow



Nym



The Havoc

An assault on Naboo is going to be difficult without a droid army. Your job is to follow Vana to the planet Eos and destroy any threat of a droid invasion force. You can expect a lot of resistance, so be prepared to fight. This is how heroes are made, Nym. May the Force be with you.

## OBJECTIVES

1. Destroy landing pad
2. Destroy manufacturing building
3. Destroy power station
4. Destroy main factory
5. Destroy command center

## BONUS GOALS

1. Destroy command center in less than one minute
2. Destroy planetary gun
3. Complete mission in less than eight minutes

## Mission Briefing

Eos is littered with scarabs and TF factory turrets, guaranteeing a tough time for you and Vana Sage. Your mission is to destroy all the buildings, stomping out any threat of a massive droid production. Let Vana provide air support while you concentrate on destroying the TF factory turrets and the factories. If you both do your jobs, you'll be off this planet in no time.

## Mission Objective 5

**TIP** Use the sensor targeting system to find each building. Look for the large brackets.

Your first target is the floating command center just beyond the mountains in front of you. The command center flies off if you don't attack quickly, so hurry. Blow up the TF turret on the mountain ridge in front of you as you make your way to the command center.



**TIP**

When shooting TF factory turrets, hold down your brakes as you approach. This gives you more time to shoot them before entering their firing range. If a turret begins to shoot at you, retreat and reapproach it to save wear and tear on your ship.

Two more TF factory turrets stand between you and the command center. Start with the one in front of you and then proceed to the one slightly to its right. Take care of both of these to avoid unnecessary damage. While shooting down the second turret, start charging up your plasma scourge.



**TIP**

The Havoc is now equipped with the plasma scourge. Hold down the secondary weapon button until it's fully charged and release. The plasma scourge damages multiple targets at once.

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## CAUTION



TF factory turrets are very dangerous if you venture into their range. Although they cannot spin all the way around, the turrets are placed carefully throughout the mountainside so that one always

has a bead on you. Shooting them from a distance is your greatest defense against these shield-piercing punks.

**TIP** Vana is more maneuverable than Nym and will draw turret fire if you send her to attack the next building on your list.

With your plasma scourge armed, take aim at the factory command center. Aim high to make your power-charged shot connect. Let it fly!



One more of these shots should do the trick. Circle back the way you came and charge up another plasma scourge. Line up for another shot on the command center. When you release the trigger, the command center is toast and

Mission Objective 5 is complete.

## Bonus Goal 1



Gain the first bonus goal by completing Objective 5 in less than a minute. Use your plasma scourge when shooting down the command center to speed things up.

## Mission Objective 1



Time to give Vana a hand and destroy the factory's landing pad. Without a landing pad, there won't be any scarab reinforcements to worry about, making Vana's job a little easier. The landing pad is to your left from the command

center. Use the sensor targeting system to find it.

After you target the landing pad, turn left to destroy two TF factory turrets that may get in your way as you head toward the landing pad. Follow your target tracker until you have the landing pad in sight.



**TIP**

Whenever you come across a TF turret that might be near your path, shoot it down. It's worth the time to shoot any potential danger in advance to prevent taking any damage.



After you have the landing pad in sight, destroy the two TF factory turrets on the runway. If you are too close and get shot at, back up and shoot at them from farther away.

While clearing the landing pad of TF factory turrets, charge your plasma scourge. When the landing pad is clear, fire away! Circle around and give the landing pad a second shot from your plasma scourge. That ought to do it.



### Mission Objective 2

The manufacturing building is hidden on the side of a mountain behind the landing pad. Cycle through your targets until the manufacturing building is selected. Make your way to the building, destroying any TF factory turrets you encounter along the way.



Approach the manufacturing building from its side. This makes it easier to destroy the two TF factory turrets nestled on its walls, letting you deal with them one at a time. Once you have shot down the turrets, charge your plasma scourge.

With two mighty blows from your plasma scourge, the manufacturing building will be out of commission. Next!



#### NOTE

You may be hit by a scarab or two throughout this mission. Don't panic or chase after the little punks. Leave that task for Vana. She does have your back, so give her time. If necessary, move out of the way to avoid gunfire and then return to your position to finish your goal.

#### TIP

Hide in the hills on the right or left sides of the level while your bombs recharge

### Bonus Goal 2



Scroll through your targets until you find the planetary gun. It's located near the manufacturing building, behind the factory power station. The planetary gun is aimed at the stars and has no interest in shooting you. Blasting it isn't a problem after you take care of the two TF factory turrets that surround it.



Don't waste any time here. Hit the planetary gun with a couple of charged up plasma scourge shots and be on your way. Can anything withstand your awesome firepower?

#### TIP

You must destroy the planetary gun before the last building to achieve the bonus goal.

### Mission Objective 3

The factory power station is in the middle of the mountain ranges sitting atop a sea of lava. Approach it from behind to sneak up on the TF factory turrets in front of the building.



With the TF factory turrets out of your way, charge up a plasma scourge shot. Lay two of these juiced shots on the power station and watch the fireworks.

## Mission Objective 4

The main factory is to the right of the front of the power station. Cycle through your remaining targets if you need help finding it. First take out the TF factory turrets protecting it.



Two charged shots from your plasma scourge turn the main factory into a fiery ball of debris. Remember to thank Vana for the aerial support as you destroy this final building.

## Bonus Goal 3



To get through this mission in record time, you need to know your flight path. The better you know where you need to go, the faster you can demolish the factories below you.

Shoot down the many TF factory turrets that litter the mountainsides as early as possible. This saves you from having to dodge gunfire or turn around and retrace your steps once they are destroyed. Use your sniper view to spot them from a distance.



### TIP

Ace pilots can skip shooting turrets altogether. Stay high and out of range while you drop your scourges.



When shooting at the buildings, use your advanced secondary weapon, the plasma scourge. Its sheer power saves you time. Don't worry about using it up; it recharges.

## Mission Debriefing

*There went the Trade Federation's droid invasion force. What will they do now? Uh oh, Naboo is in trouble. Maybe they are starting an attack without the help of a droid army. Get to Naboo quickly!*

# Mission 10: The New Resistance

## Vana Sage



Guardian Mantis



**What is this?** The Trade Federation is setting up for a full offensive on Naboo. However, before these superfreighters can land, they need to refuel. This means that these munitions-filled ships are nothing but sitting ducks. Maybe Reti can hijack some of the munitions while you and your posse start destroying some of the armed freighters.

### OBJECTIVES

1. Disable one armed freighter
2. Protect captured superfreighter
3. Destroy armed freighters



### BONUS GOALS

1. Destroy all droid escape pods
2. Complete mission in less than eight minutes
3. Destroy all missile frigates

### Mission Briefing

Reti needs some cover in order to steal some munitions. Disable one of the armed freighters, so that Reti can take control of it. Once Reti is in position, send your wingmates to start taking out the remaining eight armed freighters. This leaves you the scarabs and droid starfighters. Make good use of your ion-enabled sensor tags and target everything. This saves you a lot of time by not wasting any gunfire. Once all the missile frigates and armed freighters are destroyed, the Trade Federation is going to send out an entire fleet of scarabs to stop you from finishing the job. I hope your dogfighting skills are up to par, Vana. Now stick it to them!

### Mission Objective 1

No time for introductions, get started right away. Use your sniper view to scope out the droid starfighter army coming in front of you, way off in the distance. Try to tag as many as possible before you hear "Alright then boys, follow my lead!" For now, don't actually shoot at the tagged droid starfighters. Instead, focus your attention to the armed freighter on your far left.



### TIP

The Guardian Mantis is now equipped with the ion encumbrance system. Hold the secondary weapon button until it's fully charged and release. The ion encumbrance system completely disables a ship.

Target, tag, and fire at this freighter. Because the freighter is tagged, you don't need to have it in your sights to fire at it. Fly to your left, escaping the gunfire taking place between the scarabs and your wingmates. Continue to fire until the you have disabled the armed freighter's shields. Now Reti can do his job.



### TIP

An alternate strategy is to shoot the tagged droid starfighters before disabling the freighter.

## CAUTION



The armed freighter on the far left has a smaller freighter docked at its side. Be sure that you don't target this when you are trying to disable the armed freighter. The targeting ring is much larger for the armed freighter.

## Mission Objective 3

Before jumping into the battle with the droid starfighters, send your crew to attack the first armed freighter to the right of the one you just disabled. Now turn to destroy the remaining droid starfighters heading toward Reti and his newly acquired freighter.



## TIP

Your wingmates are your best offense against armed freighters. They are virtually indestructible and can take more fire than you can. Whenever possible, let them do the dirty work and lend support from a distance.

Use your ion-enabled sensor tags to destroy the droid starfighter fleet in a hurry. This way no shots are wasted on open space. You should finish taking out the droid trash around the same time your wingmates finish destroying the armed freighter. Once your wingmates have destroyed the armed freighter next to the one you disabled, three droid escape pods are jettisoned into space.



## Bonus Goal 1

If all went well, you should be done with the droid starfighters by the time you hear Nym say, "Droid escape pods. Get 'em!" At this point, target, tag, and destroy the droid escape pods. Cycle through your targets if you have trouble finding the small egg-shaped pods. Remember, this is not a mercy mission...everything dies!



## CAUTION

The droid escape pods disappear fast. Target the pods as soon as possible to avoid missing this goal. If needed, leave your fight with the droid starfighters to quickly destroy the pods. Return to finish off the remaining droid starfighters before they can do too much damage to the rest of your team.

## Mission Objective 3

On your way to get the droid escape pods, take a brief second to target another armed freighter. Have your wingmates start attacking it. Once you have blasted the droid escape pods, help out your mates by tagging that freighter. This speeds up the destruction process.



## TIP

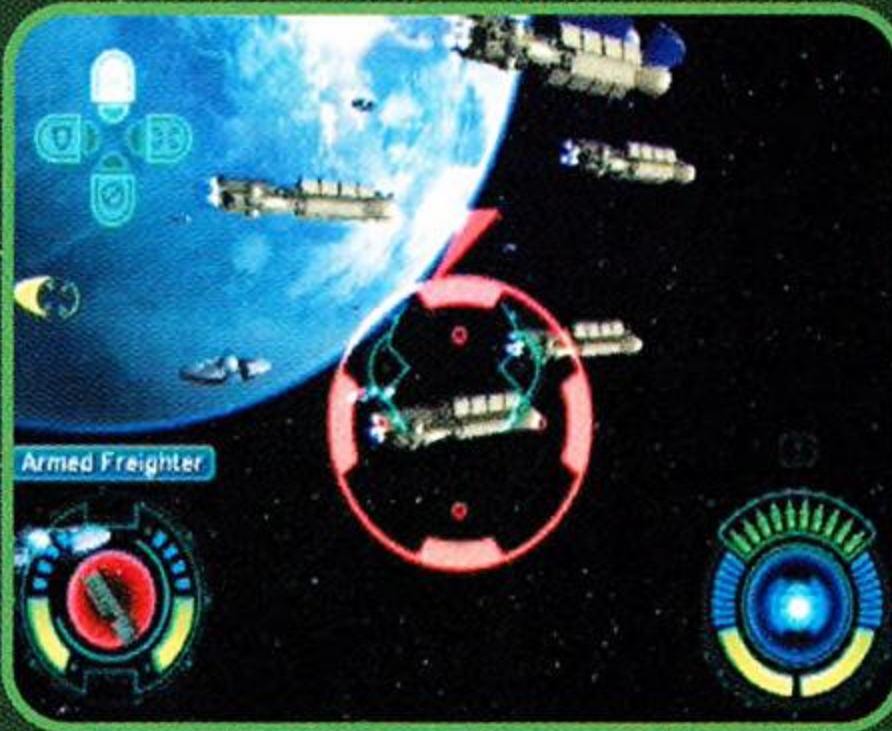
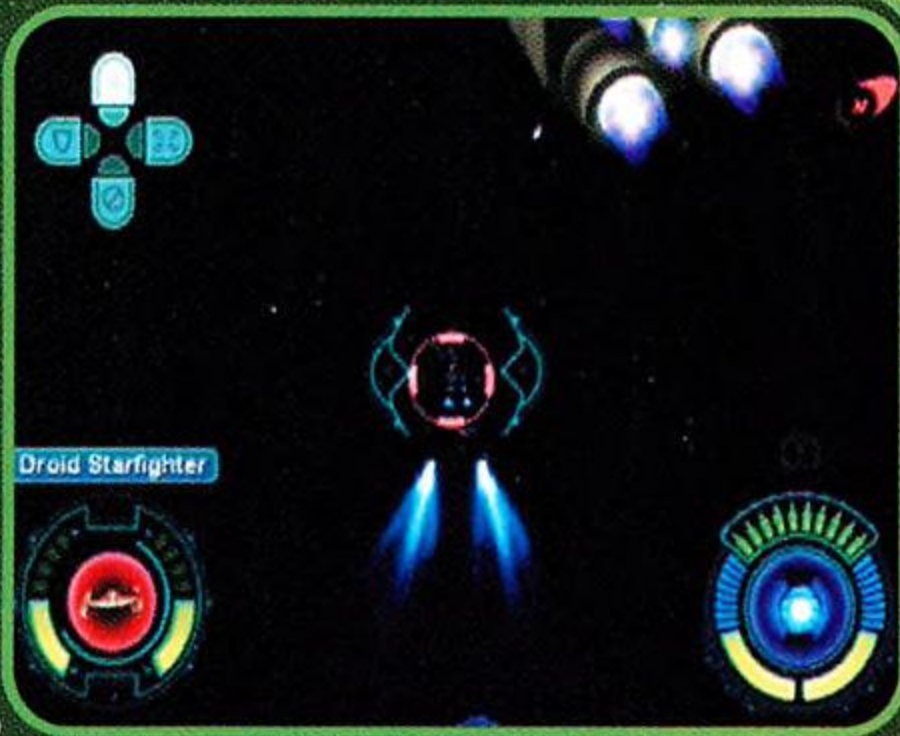
To avoid any unnecessary damage to your ship, stay at a safe distance on the outskirts of the freighter fleet. Use your ion-enabled sensor tags to shoot at them from this distance. Let the unnecessary damage go to your near-invincible wingmates.



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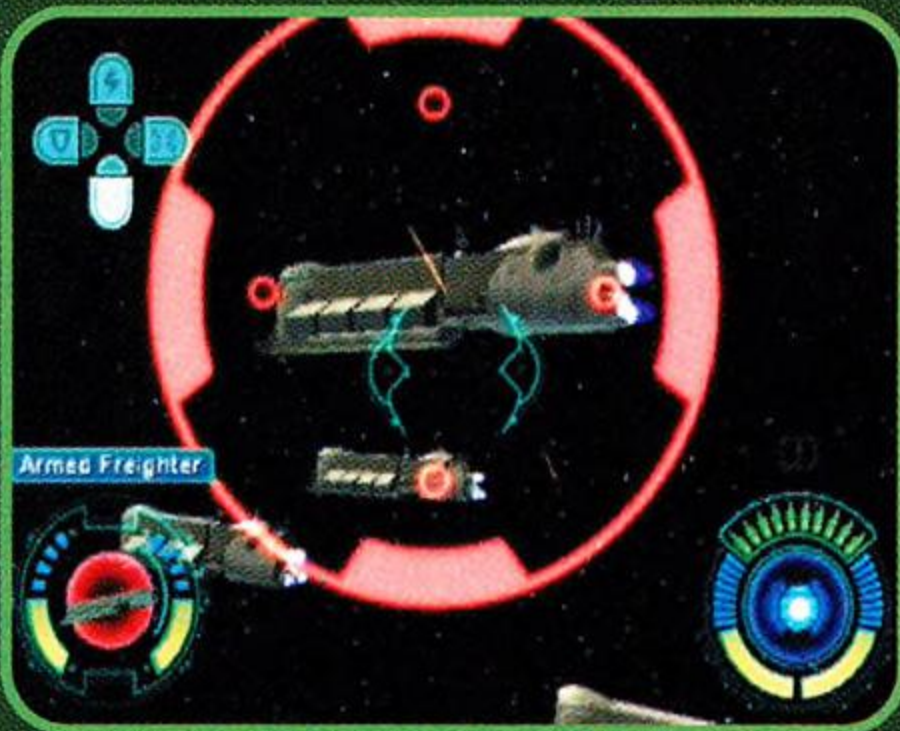
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Another wave of droid starfighters joins the party while the second armed freighter is being shot down. Leave the freighter to your wingmates and concentrate on the droid starfighters approaching. Scroll through your targets to find the direction they are coming from. The sniper view helps you tag them so they can be destroyed before becoming a threat.



When you finish disposing of the droid starfighters, target another armed freighter for your pals to destroy. Tag the freighter to help your friends while keeping a safe distance from any gunfire.

Who thought blowing up armed freighters could be so much fun? Target a fourth armed freighter for your wingmates to destroy once they have finished with the last one. More droid starfighters approach, but they are no match for you and your deadly combination of ion-enabled sensor tags and sensor guided nano missiles.



**TIP**

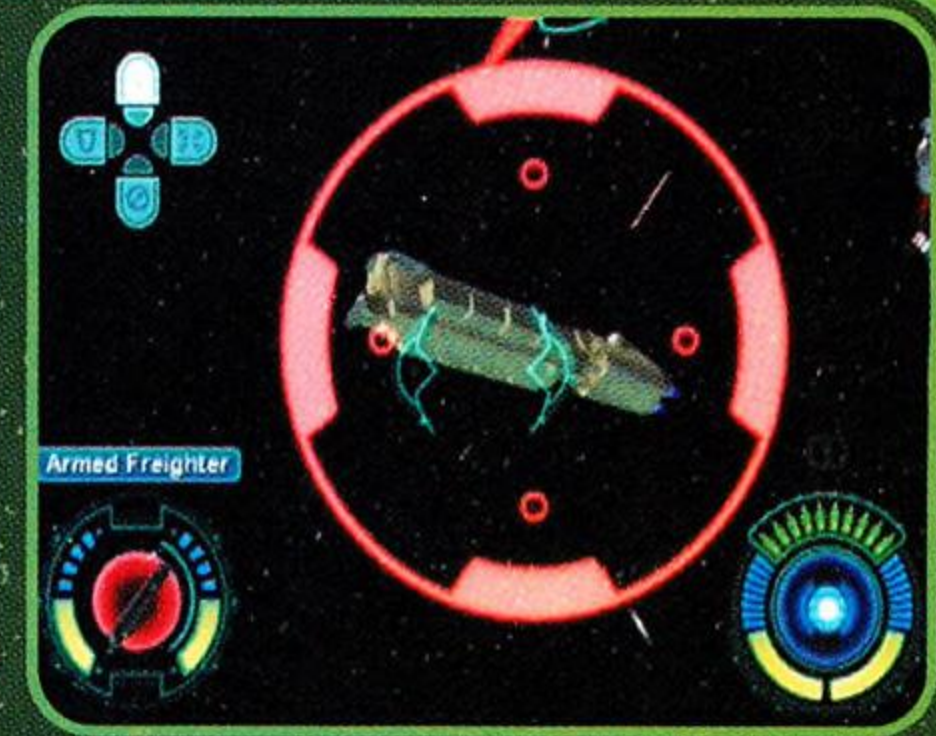
Listen to the characters' conversations to track their progress and to get a jump on incoming starfighters. The characters also give you a heads-up if you mistakenly shoot them or veer off from the game plan.

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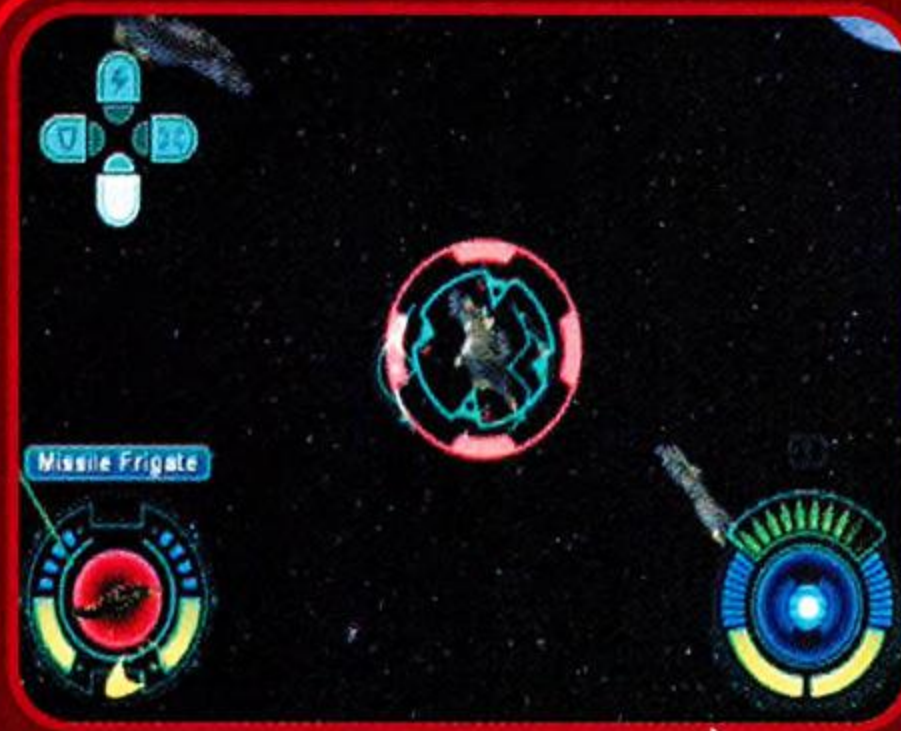
Again, have your wingmates start attacking another armed freighter once they have finished with their last one and you have destroyed the small formation of droid starfighters. Nym now warns you of some Trade Federation missile frigates approaching. Finish destroying your current freighter target before redirecting your attention to the missile frigates.



**NOTE**

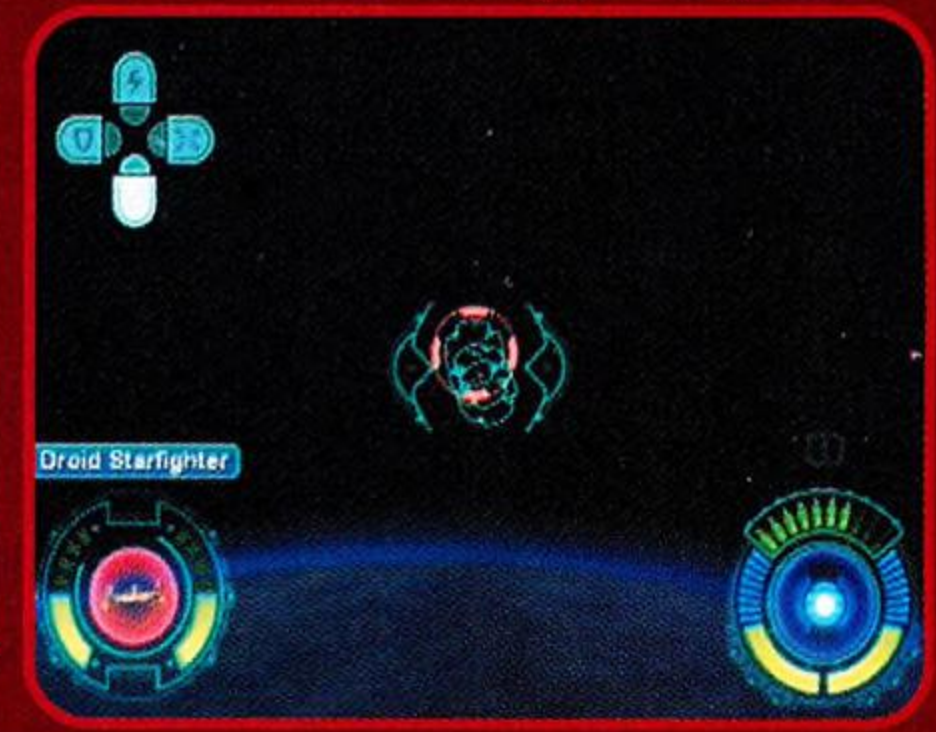
Reti's a great guy. He has found a set of scarabs that he can program to your control. Listen for him to give you the good word that you've added a few new members to your wingmates. This is a great help in your fight against the missile frigates. Thanks, Reti!

### Bonus Goal 3



These missile frigates can do a lot of damage if left unattended. Mod-3 will target the first one for you. Have your wingmates attack one of the three frigates. Tag that frigate and give them a hand until you hear of a set of droid starfighters coming your way.

Get rid of the droid starfighters and prepare for a set of scarabs to attack. When are these fighters going to learn not to mess with you, Vana? Use your sniper view to target them from a distance and laugh as they blow up one by one in front of you.



Turn back to the two remaining missile frigates and call on some help from your friends to destroy them. Once the missile frigates have been blown to pieces, target one of the three armed freighters and send in your troops.

## Mission Objective 3



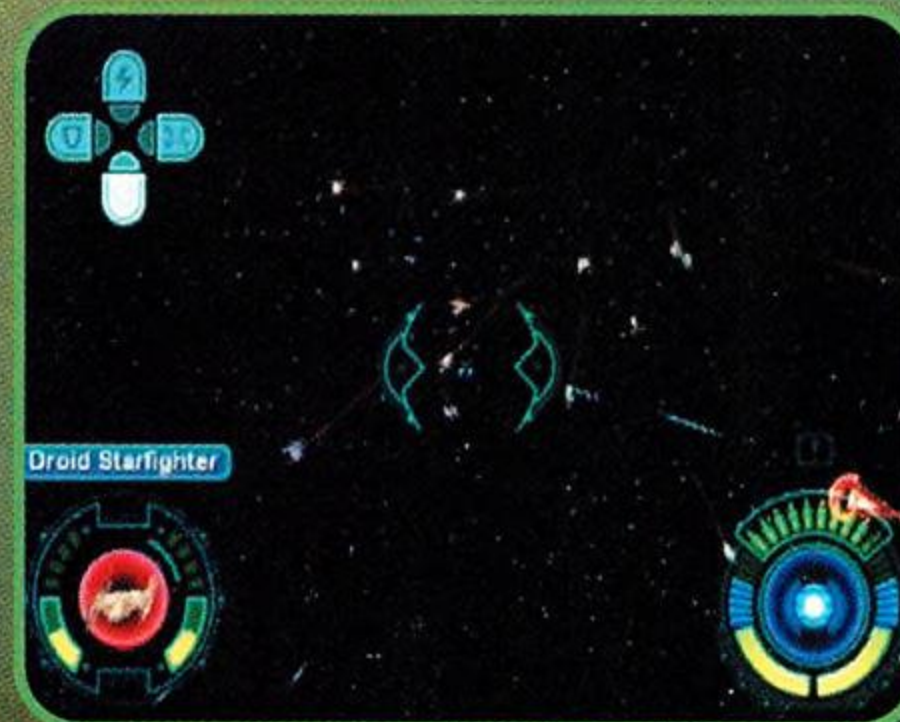
Only three more armed freighters to go. Make your way through them by assigning your wingmates to attack them one by one. Join in the fight against them by tagging them and shooting from a safe distance.

While taking out the three remaining freighters, start looking for the army of flying foes coming your way. This is the Trade Federation's last-ditch effort to put a stop to your Rebel posse.



continued

Here they come! Reti needs you to hold them off for 30 seconds while he finishes up. Take aim and fire on every droid fighter that crosses your path. They're everywhere, so expect to take a lot of damage. To relieve some pressure, have your wingmates protect you as you take down any ships firing in Reti's direction.



## Mission Objective 3

With Reti finally off of the captured superfreighter, target it and have your wingmates attack. Concentrate on the droid starfighters so that you don't get killed this far into the mission. Once your wingmates put the final touches on the last of the freighters, you can relax. Way to go, Vana; this was a tough one.

## Mission Objective 2

Up to this point, protecting the captured superfreighter has been effortless. However, that is about to change in the blink of an eye. The Trade Federation has sent a whopping number of droid starfighters at you. Get ready for the fight of your life!



While the final assault on the armed freighters is taking place, use your sensor targeting system to find the direction the droid starfighters are coming from. Immediately after you have one targeted, use your sniper view

to start tagging all fighters in that direction. This gives you a head start on taking down this overwhelming army.

**TIP**

If you already know the direction that the droid starfighters are coming from, you can begin to tag them before you can actually target them. The more you can tag ahead of time, the faster you can destroy them once they reach you.

continued

## Bonus Goal 2

Completing this mission in less than eight minutes can be tough. Rely on your wingmates to do the heavy work of destroying the armed freighters while you stay clear of them to avoid their mighty firepower.

Use your ion-enabled sensor tags to tag everything. Tagging a target means all shots fired connect with that target. This also helps in destroying the armed freighters because you don't need to aim at them to shoot them. This is useful in retreating from heavy fire.

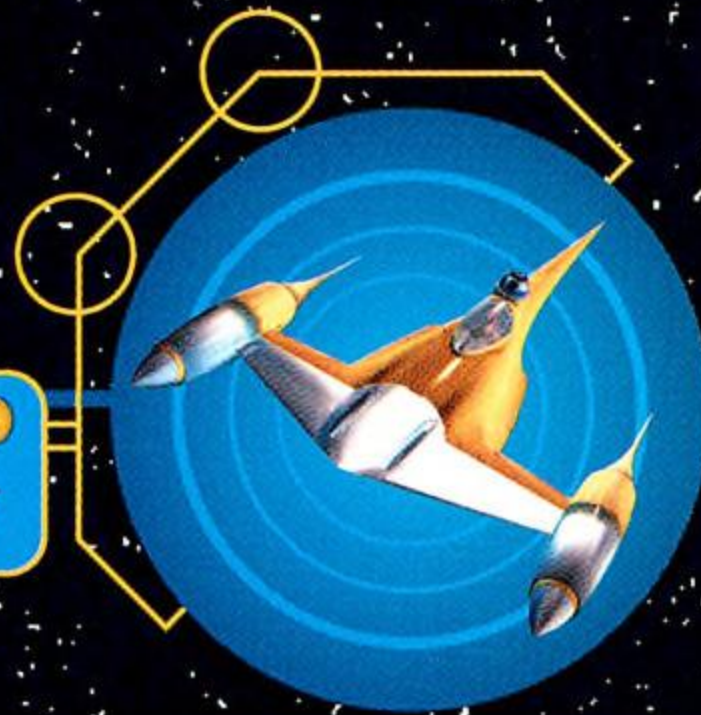
Tag all droid starfighters and scarabs as early as possible. You then merely have to lay on your laser cannons while moving from target to target. You avoid dogfights this way.

## Mission Debriefing

*What a team. Don't get ahead of yourself; there is still more to be done. Get those munitions down to Naboo so you can use them to ward off any more Trade Federation assaults.*

# Mission 11: Midnight Munitions Run

## Rhys Dallows



N-1 Starfighter

Where are those resistance pilots you're supposed to rendezvous with? If you don't find them soon, you could be in real trouble. Reti's ship is loaded with munitions and can't fly very well. It's up to you to escort him safely through the canyons. Unfortunately, the area is crawling with enemy vehicles that want to shoot you down. No one said fighting the Trade Federation was going to be easy.

### OBJECTIVES

- 1. Escort Reti to resistance base
- 2. Rescue N-1 resistance escorts
- 3. Defend resistance base

### BONUS GOALS

- 1. Destroy all AATs
- 2. Destroy all dropships
- 3. Complete mission in less than seven minutes

### Mission Briefing

It's time to prove what a good pilot you really are. Sure you've flown through this canyon before, but never at night and never with tanks shooting at you. If that wasn't enough to worry about, you also have to protect your friend from getting blasted out of the sky. Fly ahead and destroy any opposition you see. That includes AATs, AMTs, STAPs, scarabs, and battle troiks. This is going to be tough. If Reti dies, you fail the mission.

### Mission Objective 1

Reti starts out ahead of you in the canyon. Use your boost and speed past him. You need to get into position to take out any enemies in the valley ahead. Reti might want you to stay close, but as long as the path behind you is free of enemies, he should be fine.



When you get to the first clearing, put on your brakes to slow your craft. A lot of enemies are up there, and if you fly in recklessly, you'll take a lot of fire. Use your sniper view to zoom in and shoot down those STAPs before you get too close. While

you're at it, crush any AATs that you can see from your stationary position. More STAPs are closing in. Turn them into scrap metal.

### Bonus Goal 2

When no more enemies are firing at you from the clearing, aim your sights on the dropship above you. Fire advanced proton torpedoes along with your laser cannons to break it into little pieces. Apply your brakes while firing to hold your position.



### TIP

Your brakes are important on this mission. Use them to slow down your craft so you don't fly into laser fire. Apply the brakes and fire from long-distance to avoid damage to yourself. Your brakes are also useful when maneuvering through narrow canyons. Tanks have a hard time hitting you when you slide. When you get to a canyon wall with a tank behind it use your power slide before engaging the enemy. Stay clear of the walls and fire away.

## CAUTION

The ceiling in this mission is really low. It's only a problem when you target the dropships. Stay low and lean on the brakes to prevent hitting the ceiling. If you hit the ceiling, you'll get turned around and lose precious time.

### Mission Objective 1

Still more tanks lurk near the entrance to the next canyon. Zoom in with your sniper view and take them out. Reti shouldn't be far behind. Use your boost to keep ahead of him.



The next canyon has plenty of enemies. Destroy those tanks and STAPs before Reti gets there. If he takes too many shots, poor Reti won't make it. Some tanks are hidden around corners. Use your automatic targeting button to highlight their locations and use your brakes so you don't fly past them. Try not to miss any enemies or Reti will pay for your mistakes.

**TIP** When AATs and STAPs attack together, always blast the tanks first. They have more firepower and can do more damage.

**TIP** Use the canyon walls for cover. If you see a targeted enemy coming up around a bend, use your brakes and slow down. Use your power slide around the corner with your lasers blazing to make short work of it.



At the end of the canyon are a few more tanks. Apply your brakes, use the sniper view, and have fun with your new targets.

### Bonus Goal 2

At the end of the canyon is another clearing full of Trade Federation bad guys. Again, target the dropship and fire two proton torpedoes along with your lasers. This dropship is moving, so be careful with your shots. You don't want to waste any torpedoes.

### Mission Objective 1



Surprise, surprise, surprise. More tanks shooting at you. Get to work and use your sniper view to clear away the four AATs in the distance. Two tanks shoot at you from your left. You could ignore them, but on Hard, they could easily kill you. To be safe, kill them.

### TIP

When you play this mission on Hard, it's difficult to destroy all the tanks and still finish in less than seven minutes. Unfortunately, on Hard, even one tank can kill Reti if it has enough time to shoot him. Make sure that any tanks you skip don't have a sustained clear shot at Reti, and that you skip very few.

Keep your sights at the end of the clearing. Ignore the MTTs and get the two tanks behind them before they send you to an early grave. When they're gone, boost forward into the next canyon to stay ahead of Reti.



### Bonus Goal 1



This next canyon contains five turret mines. For every turret mine you find, there's an AMT lurking somewhere nearby. Check on the ground below the first mine to shoot the first AMT.

For the next turret mine, check around the bottom right corner to find the corresponding AMT. This one is more difficult to hit because of its awkward position. Use your brakes to ease around the corner and shoot away.



Dispose of the third turret mine before you shoot the AMT on the ground near the bottom right corner. Fly around another corner to come face to face with another turret mine. Knock it to the ground and then aim directly

beneath you. An AMT is trying to hide from you.



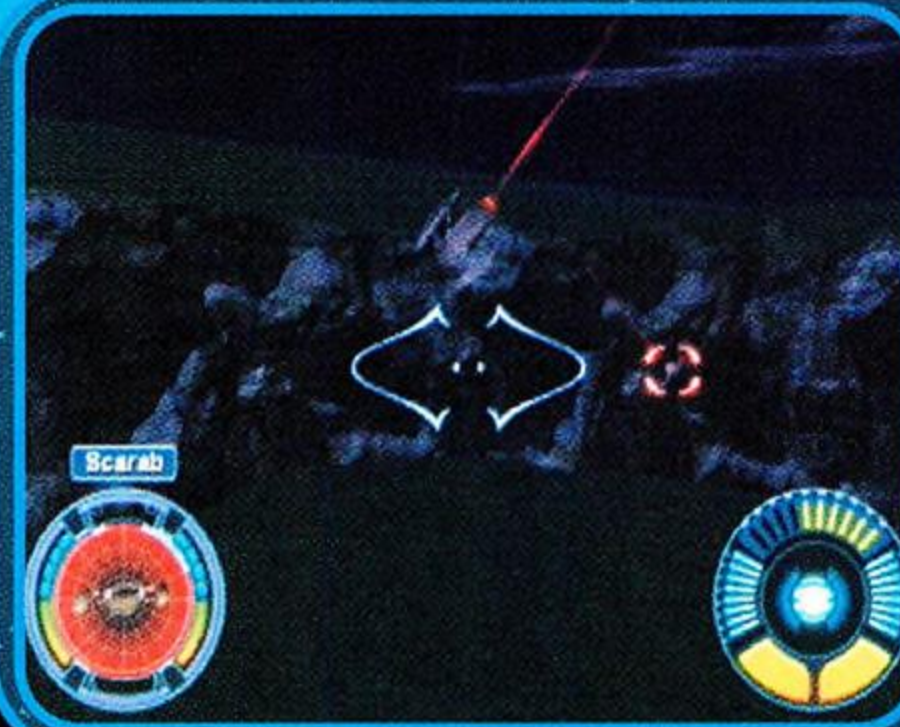
Here is the last turret mine you have to deal with. When it's out of the picture, stay low on your trip through the rest of the canyon. Right around the corner is another AMT. Use your brakes and lasers and you won't have a problem.



Waiting for you at the next clearing are more AMTs, but they're not very difficult to destroy. Shoot the one at the entrance and then aim your sights to the far wall to the right where there are two AMTs to destroy. After those two AMTs

are gone, zoom to the wall toward your left. The last two AMTs are just begging to be shot to pieces. Destroy them to earn your first medal.

### Mission Objective 2



Looks like you found the N-1 resistance escorts. Help them out and shoot down those scarabs. Remember you still have to protect Reti.

### Mission Objective 1

When all the scarabs have been defeated, head down the last canyon. This one is very narrow and contains a lot of tanks, so be very careful. Keep ahead of Reti and clear the way for him.



Your first target is set. Hit that AAT so Reti won't have a problem when he comes through. Ignore the MTT if you have to. Make sure it doesn't have a sustained clear shot at you.

More tanks. Shoot up the place and keep moving. If you miss a tank don't worry; just make sure it doesn't end up killing you, especially if you're playing on Hard. Time is ticking away.



Destroy as many as you can without getting yourself killed, and keep moving. If you stop, those tanks will tear you up. Just keep striking at the groups of tanks as you move through the canyon, and don't look back.

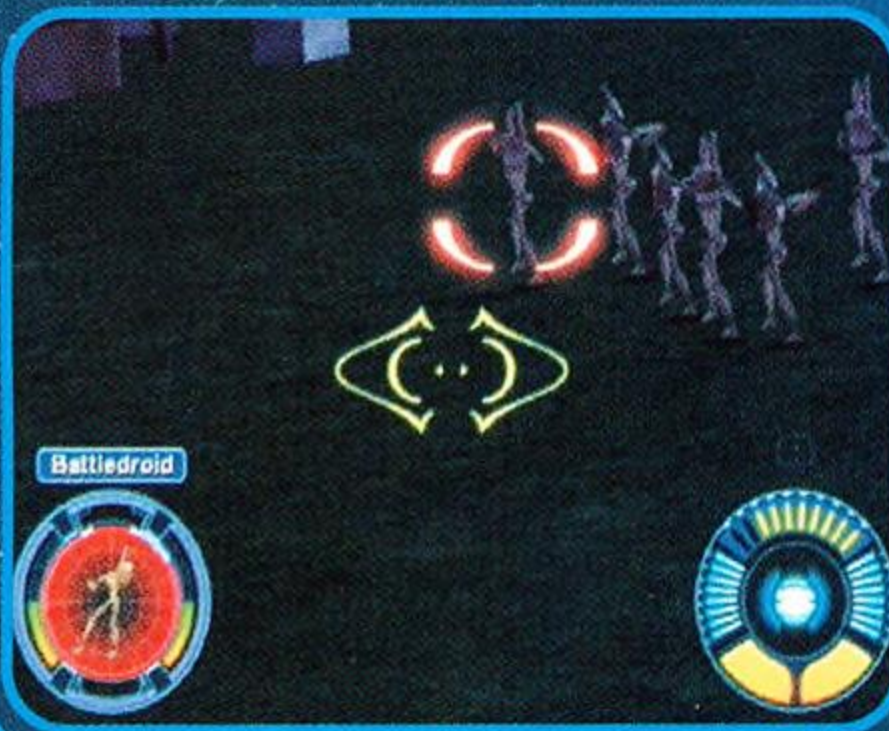
#### TIP

Keep your craft high in the canyon. It's a little more difficult for those AATs to hit you. When you're ready to fight, just aim down and do some damage.

Keep moving. You're almost out of the canyon. Just a little bit farther. Come on Reti! You can make it!

## Mission Objective 3

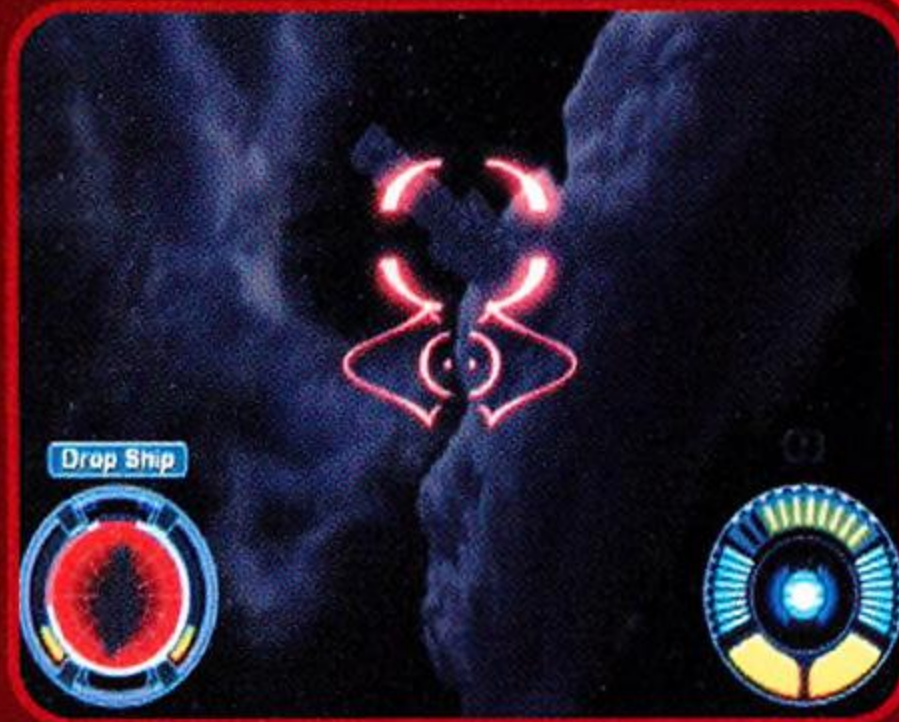
At the end of the canyon is resistance base. The place is overrun with Trade Federation goons. Hit those tanks at the end of the canyon. You can see more tanks behind them. Fly over the building that's blocking your fire and destroy them. The final group of AATs is toward your left.



Are those battle droids? The Trade Federation isn't pulling any punches on this mission. Destroy the squads of droids that enter the base before they shoot up the place. Aim for the droids that are closest to Reti first.

## Bonus Goal 2

Look to the sky and you'll see the last of the dropships. Fire a few proton torpedoes at the hull to blow it up.



## Mission Objective 3

Now destroy those scarabs buzzing around the sky. Target the nearest one and start shooting. Better get them quickly because time is ticking away. When the last of them is destroyed, go after the two MTTs to clear out the base.



## Bonus Goal 3



This Naboo canyon should be familiar stomping grounds for you. You trained with Essara here, remember? The conditions are a little different now, but you should have a good idea of what the terrain is like. You'll

need this knowledge, because you only have seven minutes to complete this mission.

You don't have to destroy all the AATs on this mission. All you need to do is make sure Reti is safe. Don't waste your time destroying tanks in an area where Reti is out of firing range. This is especially important in the last canyon. If you destroyed most of the tanks along the way, go ahead and pass some of the tanks. Just remember that they can kill you if you don't kill them. You need to get to the resistance base to clear out the enemies.

## Mission Debriefing

*You must be a sight for sore eyes. Not only did you bring your excellent fighting skills to the base, but Reti was able to deliver the ammunition. But your help is still needed. The Trade Federation has put many Naboo people in prison. Think you can help them out?*



# Mission 12: Rescue on the Solleu

## Rhys Dallows



N-1 Starfighter

Are you ready for the prison-break, Rhys? Don't feel too bad about it. You know the good guys are the ones locked up. The Trade Federation has imprisoned some of the Naboo people. Move in with Reti and members of Bravo Flight to save them. This won't be a walk in the park. Not only is it a prison camp, it's a prison camp controlled by the Trade Federation. You can expect high resistance. Get in and get the job done quickly.

### OBJECTIVES

- 1. Protect rescue boats
- 2. Destroy turret droids on prison camp islands
- 3. Provide escape route for rescue boats
- 4. Protect resistance freighter

### BONUS GOALS

- 1. Destroy all turret droids
- 2. Destroy dropship before tanks are launched
- 3. Destroy all droid starfighters

### Mission Briefing

Get ready for a heavy firefight. The Trade Federation has turret droids everywhere. Take those out before you deal with the other enemies. Then protect the rescue team from the attacking TF patrol boats and STAPs. When the prisoners are safely aboard, escort the boats out of the camp, through the river, and onto the resistance freighter.

### Mission Objective 1

The prison camp is crawling with Trade Federation bad guys. You have to move quickly and blow up your enemies if you want to protect your rescue boats.



The turret droids are the most dangerous. But don't discount the TF patrol boats or the STAPs—their sheer number can mean your demise. Fire at any that cross your path while you tend to the turrets.

### Mission Objective 2 and Bonus Goal 1

The first item of business is to get rid of those turret droids. This isn't going to be easy. Enemy laser fire is everywhere. Target some of those turrets in the distance and wipe them out quickly.



### TIP

Assign your wingmates to attack the turret droids. They can destroy a few of those turrets and also draw fire away from you.

continued

## CAUTION

Those turret droids sure don't like getting fired at. Once you start shooting at one, get ready for some retaliation. The turret heads swivel in your direction and bombard your craft with laser fire. Boost away at an angle and back toward it again to dodge the fire. By avoiding a straight-on path toward the turret, you make it difficult for it to track you.

Continue to fly around the prison camp and take out those turrets. If your target starts firing back at you, dodge its fire by changing your flight path.



As soon as you destroy the three turret droids on the prison camp islands, your rescue boats can rescue the prisoners.



## Bonus Goal 1

If more turrets remain around the edge of the water, destroy them now. You can't have them shooting at you or your rescue boats. Leave no turret droid standing. This includes the first four droids on the other side of the shield, because they can shoot the rescue boats as they wait for the pylon to come down.

## Mission Objective 3

With the turret droids out of commission, reassign your wingmates to destroy one of the pylons blocking the exit to the prison camp. You only need to destroy one to disable the shield. With the shield knocked out, you and your crew can escape once the rescue boats have loaded the prisoners.



## Mission Objective 1



While your wingmates are knocking out the pylon, defend your rescue boats. A swarm of STAPs floats down the mountain to the left of the shield. Hit them before they do any heavy damage to your boats.

### TIP

Your rescue boats are sitting ducks in the water. You and your wingmates are their only protection. Fortunately you can tell when they need help. Sometimes they let you know that they're under fire and need help; other times, your objective critical indicator at bottom-right will flash. In either case you know that one of your boats is in trouble, and you better hightail it over there.

Those rescue boats better hurry up. You can't hold off the Trade Federation forever. TF patrol boats keep showing up. Fly around the camp and sink any you see, especially the ones attacking your rescue boats.



### TIP

After your wingmates have destroyed the pylon, reassign them to defend your rescue boats or to attack the turrets along the river route. Just make sure you use them.

Here comes another swarm of STAPs. These little fellas can really put a hurt on your boats. Target them and send them to the junkyard.



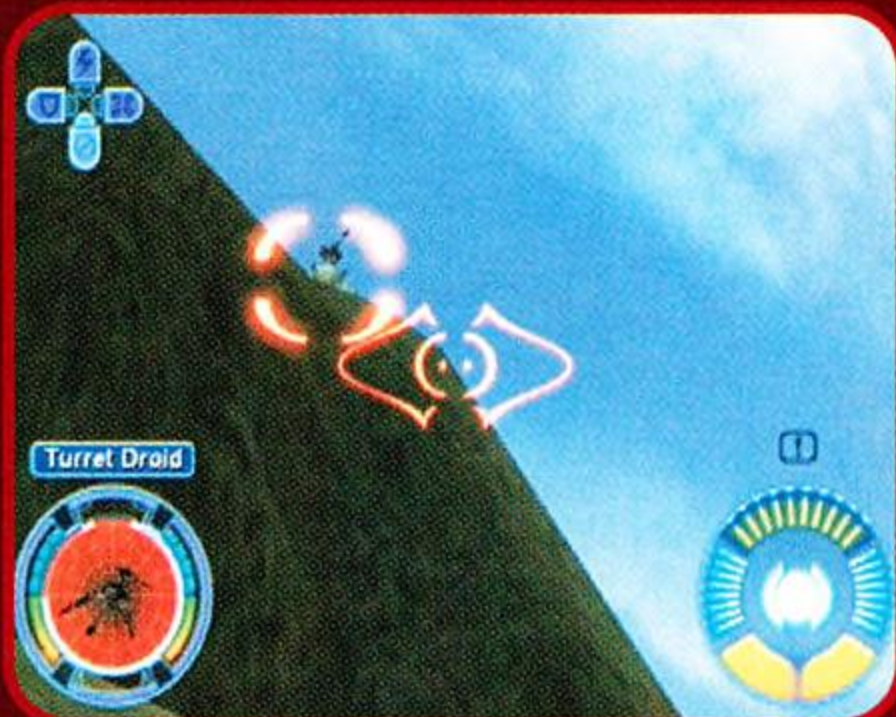
### Bonus Goal 1

The rescue boats have the prisoners and let you know that they're heading down river. Hurry to the river before they get there. The turrets positioned near the front of the waterway could do some damage if you don't blow them up quickly.



A lot of turret droids are nestled along this river route. If you don't blow them up, they'll blow you up. Set a slow pace over the river and use your sniper view to damage them from far away so you don't take any damage.

Check the mountaintops as well. The turrets up there are just as deadly and can be easily overlooked. The sniper view works great for hitting them from afar.



You've reached the end of the river, but don't take your eyes off the mountains just yet. There are a few more turrets to take care of. Target them and then hit them with your lasers.

### Bonus Goal 2

A dropship is trying to land some tanks on an island at the end of the river. Fly in quickly and fire three advanced proton torpedoes at it. Add some laser cannon fire until it breaks into little pieces.



**TIP**

To save proton torpedoes, assign your wingmates to attack the dropship as soon as possible. Finish it off with your lasers.

### Bonus Goal 3



A few droid starfighters have flown in for the attack at the end of the river. Put them in your sights and shoot them out of the sky.

Another wave of starfighters can be seen in the distance. Use your sniper view to zoom in and put some laser blasts in their hulls. They won't last very long.



**TIP**

When you shoot at incoming waves of droid starfighters, aim a little in front of your enemies. Those starfighters are moving pretty fast, and they'll fly right into your lasers.



A third group of droid starfighters flies in to join the fray. Zoom in and send them crashing to a watery grave. When all the droid starfighters are gone you get a shiny medal.

## Mission Objective 1



When your rescue boats reach the open waters, TF patrol boats appear near the island that the dropship was trying to land on. Turn your attention to these boats and blast them apart before they damage your team in the water. If you haven't destroyed all of the starfighters yet, don't worry. You can get them after you destroy the TF patrol boats.

As your boats get farther out into the water, bombers appear in the sky. Turn your attention to these slow ships and pick them off. If one gets away it could sink your rescue boats.

### TIP

Save two or more proton torpedoes after destroying the dropship. You can then use your advanced proton torpedoes to destroy multiple bombers attacking your crew.



As your boats get farther out into the water, bombers appear in the sky. Turn your attention to these slow ships and pick them off. If one gets away it could sink your rescue boats.

## Mission Objective 1



More TF patrol boats are waiting at the island your rescue boats are heading toward. Use your sniper view to sink them. After a few shots they'll be nothing more than nice homes for fish.



There's the resistance freighter. If you destroyed the bombers, starfighters, and TF patrol boats, your freighter won't have a problem accepting the transferred personnel.

## Mission Debriefing

*You did it. All the prisoners are safe and sound on the resistance freighter. You really saved the day. This is no time to think about a reward though. You've got a war to fight.*

## Mission Objective 4



More bombers arrive to destroy your resistance freighter. They have a large payload of bombs, so destroy them quickly before they can do any real damage. If you can, fire your advanced proton torpedoes into the group.



# Mission 13: Last Stand on Naboo



Nym



The Havoc



The Trade Federation is pulling no punches on its last assault on Naboo. They've sent a considerable force to take this Naboo outpost. The outpost has decent defenses, but they need your help to ward off the attack. It's up to you and Vana to provide them with air support. If you let the resistance turrets fall, the peaceful world of Naboo is doomed. Naboo needs a hero right now. Is that you?

## OBJECTIVES

1. Protect resistance turrets

### BONUS GOALS

1. All resistance turrets must survive
2. Destroy all scarab fighters
3. Complete mission in less than 12 minutes

## Mission Briefing

You've got your hands full with this one, Nym. The Trade Federation is attacking with all types of forces. Protect the turrets on the perimeter of the outpost at all costs. The heavily armored HAGs are your first priority. If you don't destroy them, they'll make short work of your turrets. They are accompanied by AATs to keep you off their backs. Scarabs and bombers add to your already full plate. And to raise the annoyance factor, dropships also unload STAPs and AMTs on you. You have Vana at your side for support, so use her.

## Mission Objective 1

A small mountain protects one side of the shield. Twelve resistance turrets guard the rest of the perimeter. At least one of the turrets must survive the attack.



The Trade Federation HAGs are the outpost's most dangerous threat. You must destroy six of them, and they are heavily armored. There's only one way to destroy them without wasting precious time: use the plasma scourge.



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As you start the mission, immediately begin to charge the plasma scourge. As it charges, move into position to drop it on that first HAG to your left. One shot is all it takes. As soon as you drop the plasma scourge, begin charging the next one.



## CAUTION

Charging the plasma scourge takes time and ammo. It uses five energy bombs to charge. Make sure it is fully charged before you let it go. More importantly, make sure it hits; you can't afford the wasted time.



One down, five to go. Turn right to spot the next HAG. Set Vana to destroy the AAT hiding behind it and carefully move closer to the HAG. The closer you are, the more accurate you can be. Drop the plasma scourge the moment it is charged.

## Bonus Goal 2



As you turn your attention to that second HAG, a wave of scarabs can be seen in the distance. Shoot them down quickly, or they'll pelt you with laser fire.

Throughout the rest of the mission, listen for Vana to report any new waves of scarabs. Her warnings give you ample time to finish what you're doing and still spot the wave before they break formation. When they are in those tight formations, destroying them is child's play.



## CAUTION

Don't rely exclusively on Vana to warn you of oncoming aerial attacks. Always be aware of the skies around you. If she misses any waves of scarabs or bombers, it's your job to catch them early enough to safely pick them off.

## Bonus Goal 1

After junking the second HAG, your plasma scourge is drained. Make your way over to the wave of AATs hidden behind one of the small hills. These are the most immediate threat to your precious turrets.



By the time you reach them, a few energy bombs should have recharged. A few well-placed ones can wipe them all out. Or, if you prefer the safer but more time-consuming route, shoot them from a distance.

### Mission Objective 1



With that first wave of AATs gone, look to the perimeter of the shield. Two HAGs are within range of the turrets. This is bad.

Because the plasma scourge takes so long to charge, destroy the AATs surrounding the HAGs. If you go for the HAGs right away, you become a sitting duck for the AATs. Use your energy bombs to clear out any AATs around both HAGs.



With the AATs gone, you can safely drop a couple plasma scourges on them.

### TIP

If you don't have enough energy bombs to drop a plasma scourge, don't twiddle your thumbs while you wait. Attack the nearest scarab or sight some far off tank for your laser cannon. There's always something to attack in this mission.

### Bonus Goal 2

With the immediate perimeter cleared of tanks, show a little love to the scarabs flying about. Have Vana help.



### Bonus Goal 1

By now, bombers have joined the fight. As with the scarabs, they like to stick in close formations until they reach the outpost. The difference is that their bombs are deadly to the turrets. Fortunately, they are much slower than scarabs. Destroy them early, before they can drop any bombs.



## CAUTION

**Bombers pose a serious threat to the resistance turrets. It doesn't take many bombs to destroy a turret. One blown up turret is all it takes to ruin your chances at this medal.**

### Mission Objective 1

From here on out, it's a complex juggling act. Keep your eye on the shield's perimeter for any tanks trying to rush the turrets. Don't forget to finish off the HAGs as they get closer and your plasma scourges become recharged.



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If only you could destroy that C-9979. It's the source of a lot of your problems. AATs and STAPs pour out from it like termites from a log. When they do, pay them a visit.

A plasma scourge destroys a surprising large number of troops if they are in close formation. Keep a good altitude to avoid their attacks, and put Vana on the attack to draw their fire.



What's this? A dropship? There are two of these baddy-carrying ships and they bring nothing but trouble. From the C-9979, they land on the opposite side of the shield. Destroy them before they unload too many AMTs or battle droids.

## Bonus Goal 2

You can catch most of the later scarabs before they break formation. Destroy them before they can reach the outpost or turn their sights toward you. Bonus Goal 2 practically takes care of itself.



## Bonus Goal 1

It seems like a tall order to keep *all* the turrets alive, doesn't it? Not as long as you stay focused on the mission. It is a constant battle throughout the mission to watch both the ground and air. It's tough, but if you make every shot count, the resistance turrets will be safe.

## Mission Objective 1

To see this screen, only one turret needs to survive. With skills like yours, the only mission objective is a piece of cake. But why settle for just this? Saving all 12 turrets is surely within your ability.



## Bonus Goal 3

To complete this last bonus goal, your performance must be top notch. Here are the things you must do quickly, accurately, and precisely:

Catch the aerial forces early. Rid yourself of these starfighters before they become nuisances. Spot them early enough, and they only take a few seconds of your time. If you wait until they reach the outpost, you've lost precious time.

Time and aim your plasma scourges. A missed shot on a HAG can mean the difference between a gold and silver medal.

Destroy the dropships that land in the middle of the mission. Dropships can't drop anything if they're reduced to scrap metal.

Make Vana earn her keep. That's what she's here for. Use her to draw fire from the AATs. Have her defend a turret in trouble while you go after its assailant. Use her to ward off scarabs and bombers. You can't do this alone.



## Mission Debriefing

*You've done it again. Just a few days ago, who would've thought that a pirate like you could help save a planet? Your efforts have been invaluable, and your work is done. Now let's hope that Rhys can take out the transmitter that controls the rest of the droid army.*

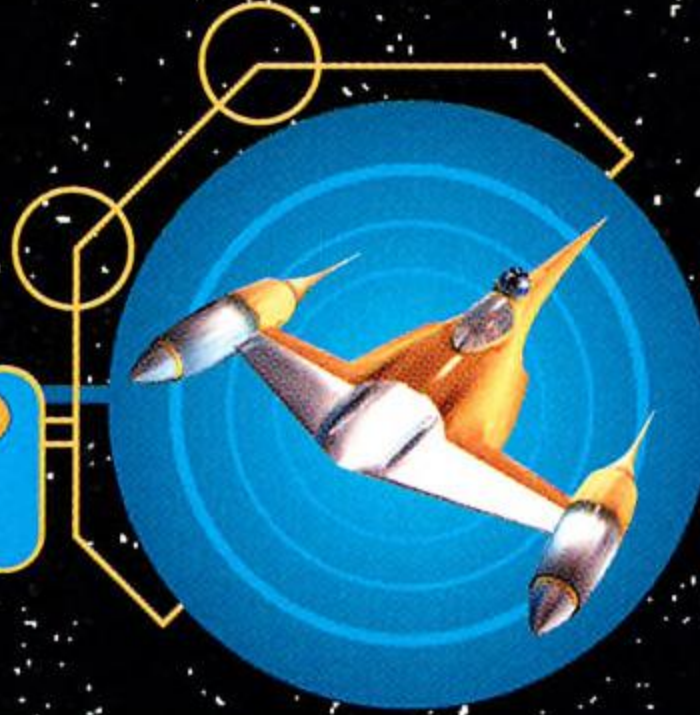
# Mission 14: The Final Assault



## Rhys Dallows



N-1 Starfighter



It's time to put a stop to the dastardly deeds of the Trade Federation. But what can you do to stop the droid army on the surface of Naboo? Destroy the transmitter controlling the droids, and you have a chance. Team up with Bravo Flight for this mission. Take your starfighters in close and destroy that transmitter. This isn't going to be easy, but Naboo is counting on you.

## OBJECTIVES

1. Destroy all receiver stations
2. Destroy all droid starfighters
3. Destroy merc leader
4. Destroy shield reactor
5. Escape DCS

### BONUS GOALS

1. Destroy receiver stations in less than two minutes
2. Destroy all interior ceiling turrets
3. Destroy all lander assembly cranes

## Mission Briefing

This is it: the final battle. It's only you and some wingmates against the Trade Federation. First things first, though. Get close to that DCS and take out those receiver stations. With those out of the way you can deal with any starfighters around. Ultimately you need to knock out that DCS to stop the droid army on Naboo. Sound like a difficult job? It is, but Naboo is counting on you....

## Mission Objective 1

That huge DCS in the distance is your destination. Put on your boost and get there quickly. Droid starfighters are everywhere, but forget them for now. You have more important things to do.



Set your sights on that first receiver station and fire away with your lasers. You only have two minutes to destroy all 14 stations, so keep your boost on as much as possible. Three more receiver stations are to the right. They continue around this side of the DCS. Shoot them as you move along the rim.

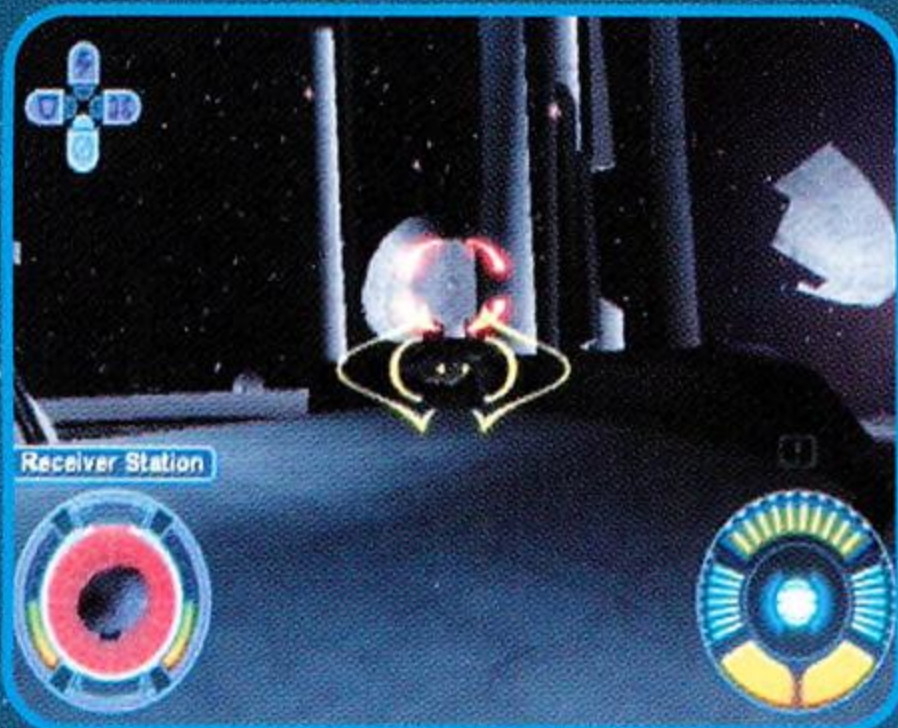


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## TIP

If you pick up a few droid starfighters on your tail, ignore them. You don't have time to get into a fight.



After you shoot the fourth dish, continue forward until you see a cluster of poles. Two receiver stations are straight ahead. Behind them is a third. Get in close and fire your lasers until all three are scrap metal.

Weave around the poles until you get to the other side. Four more receiver dishes are along this rim, as well. Shoot these four to destroy all the receiver stations along the rim. Now, turn left and hit the stations at the center of the DCS.

Hit the one directly in front of you. When that's gone you can aim for the one on the left. One more to go. Fly between those two towers on the top to reach the last receiver station on the other side.



## Mission Objective 2

Now you can get those droid starfighters. Assign your wingmates to shoot them down. They're not difficult to blow up, so it shouldn't take you too long.



## TIP

A quick and easy way to destroy those droid starfighters is to fly underneath the DCS. Those starfighters try to follow you but end up crashing into the DCS.

## Mission Objective 3



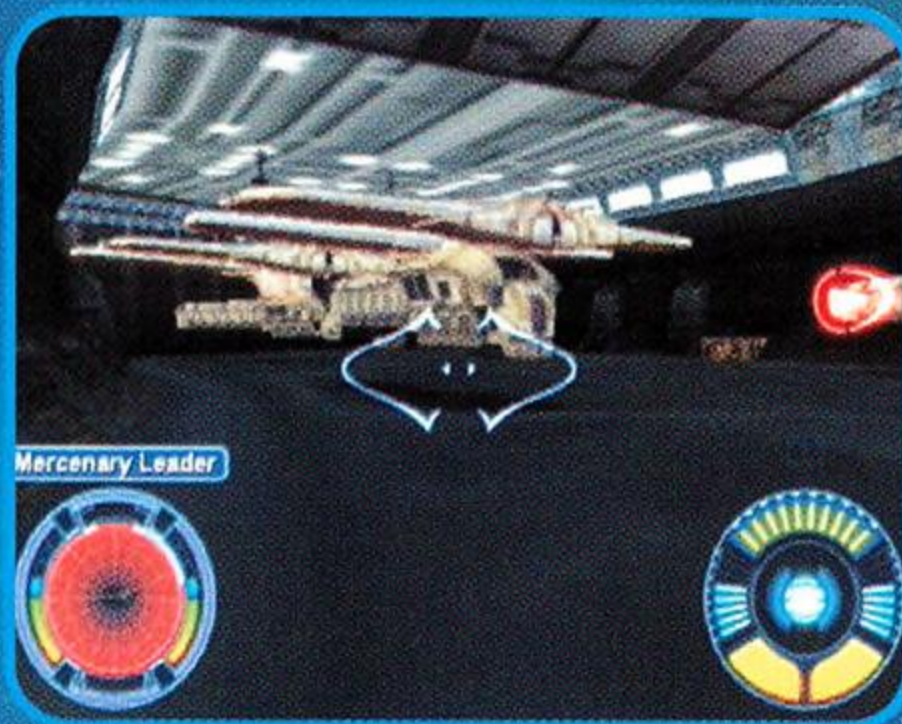
When all the droid starfighters are destroyed you get a surprise visitor: a mercenary leader. Hey! That's the one who killed Essara. It's time to get your revenge.

Get to an area where you can see him. Target the mercenary leader and blast him with your lasers. Don't fly around or you'll take a lot of damage.

## TIP

That mercenary leader has some powerful weapons. If you see those missiles coming at you, use your brakes and power slide out of the way. When the missiles explode, you'll take less damage stopping in front of the explosion rather than flying through it. Ride your brakes when fighting the mercenary leader.

Hit the mercenary leader enough times and the main shield on the hangar goes down. Now's your chance to get inside and do some damage. But take your time getting there. You don't want to be destroyed by those missiles.



Head for the bottom of one of those dropships. Use your brakes to circle underneath the ship. Blast any droid starfighters that shoot at you. It's hard for the mercenary leader to hit you down there. After he

mentions playing with droids, he leaves, so let your shields recharge if necessary.

### Bonus Goal 2

When your shields recharge enough, get back into action. Target those interior ceiling turrets. Use the lander's wings to block that laser fire while you aim for the top of the turrets.



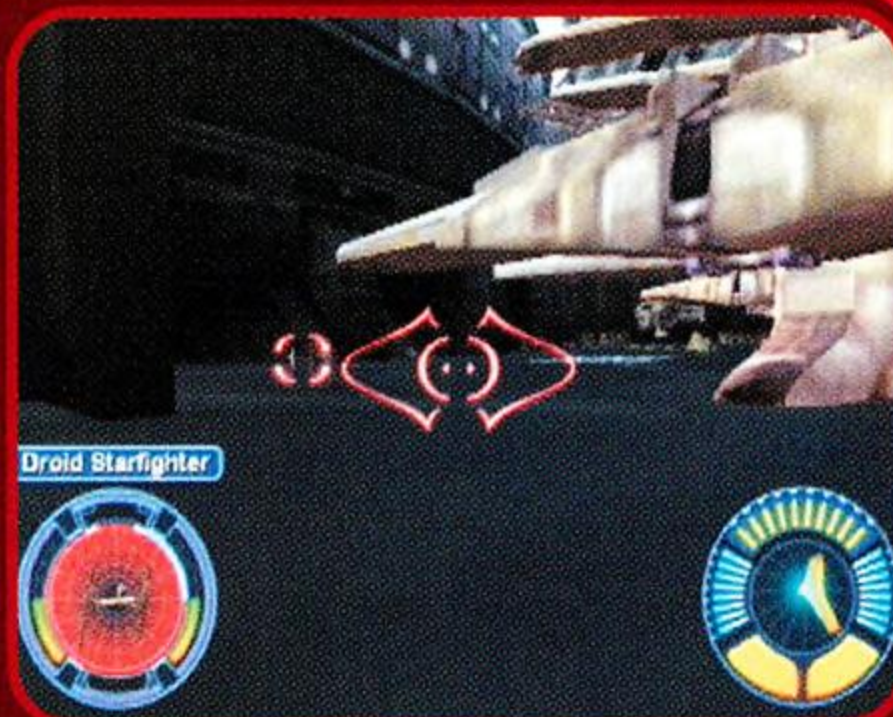
### Bonus Goal 3



With those two turrets out of the way, it's time to shoot the lander assembly crane above the lander. Fly to the top of the room, target the crane, and fire away. With that completed, make your way into the next room.

### Bonus Goal 2

Fly down close to the floor and move in slowly. A few droid starfighters and AATs lurk around shooting at you. Hit them with your lasers before you go after the ceiling turrets.



When all the starfighters have been cleared from the room, you can get those interior ceiling turrets. Target the turrets and stay low. Use the lander's wings for cover again. Destroy these last two and a medal is yours.

### Bonus Goal 3



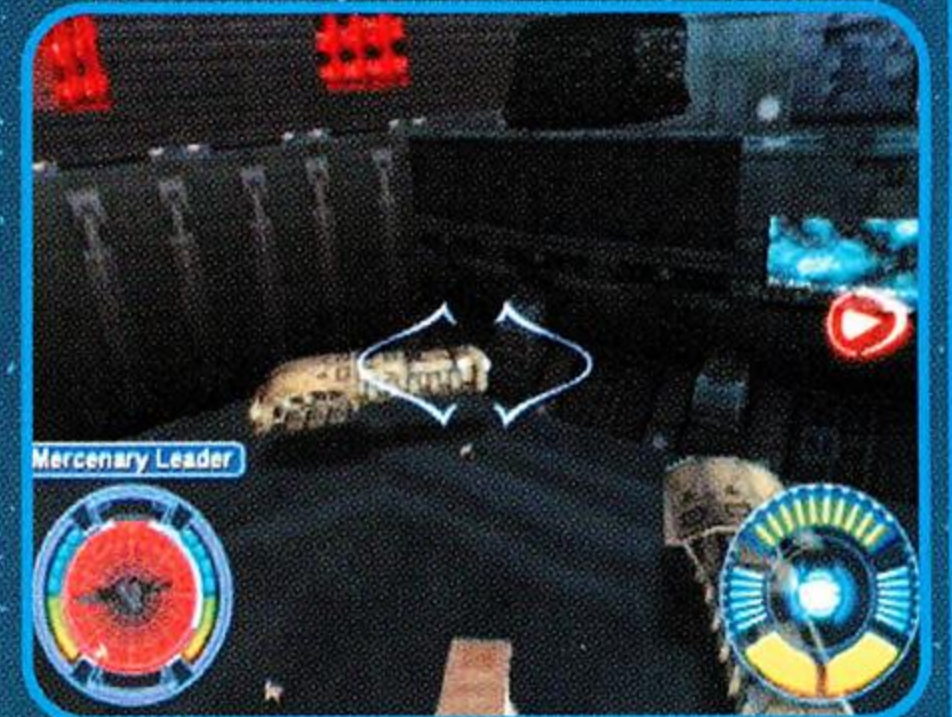
With most of the hostile opposition in pieces, fly to the top of the room and target the last lander assembly crane. Fly to top of the room and target the crane. Knock it out of commission, and another medal is yours.

### Mission Objective 3



You're not out of the woods yet. You still have to defeat the mercenary leader. Put him on your sensors and head for the shaft near the ceiling. The shaft steers you to the right. Shoot any containers for a clearer path. Kill the droid starfighter at the end.

There he is. Be careful around that missile fire. If it continues to hit you, your shields go in no time. Duck under that dropship to your left. You need some cover while you plan your attack.

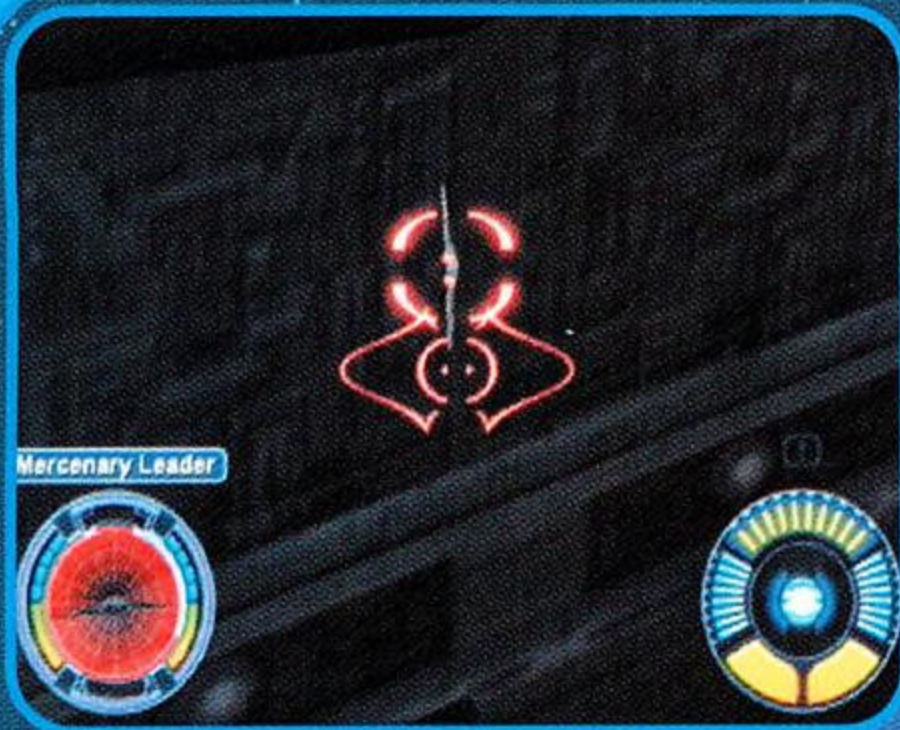


### TIP

Destroy any droid starfighters first. They have powerful lasers that can quickly deplete your shields and damage your hull. Use your sensor targeting system (hold down the manual target button) to find them around you because they are small and can easily be overlooked.

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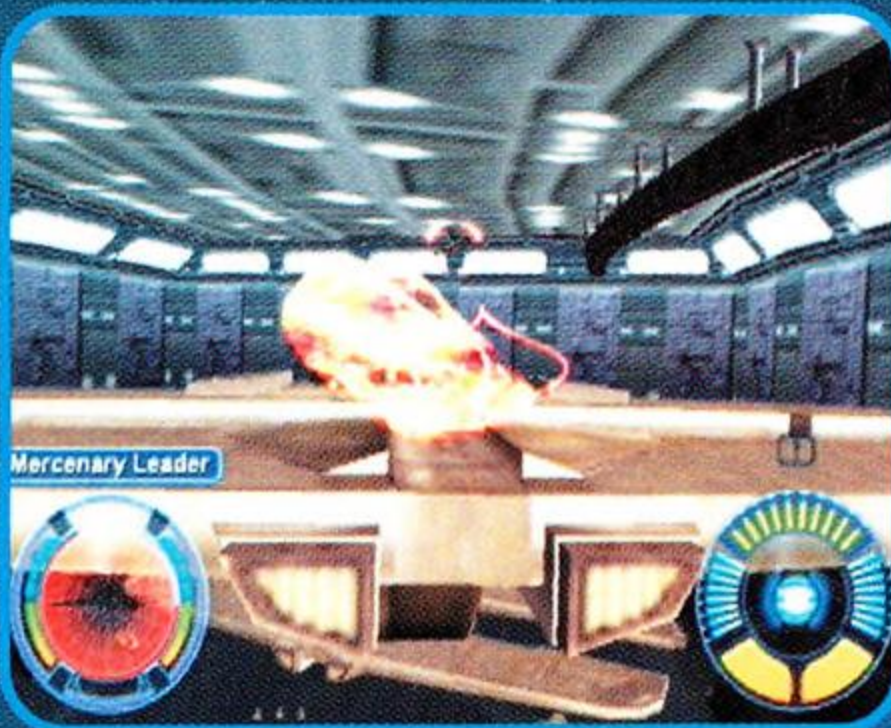
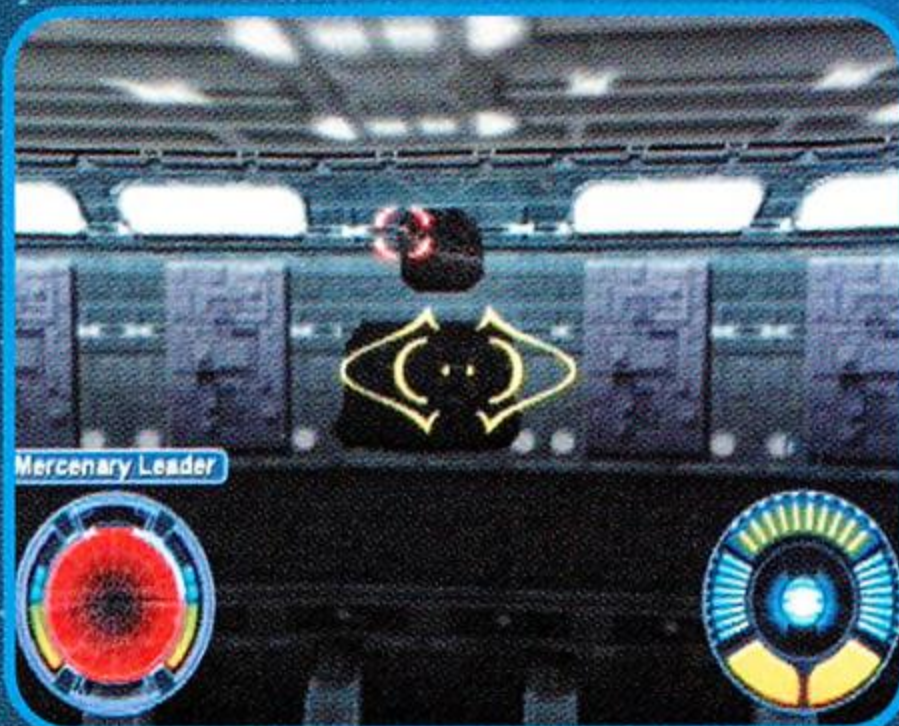
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When you're ready to attack and your health is full, move slightly away from the comfort of the dropship. Hold down your brakes and fire your lasers at the mercenary leader. Follow him with your sights around the room, but don't go

flying off. Ride your brakes, because those missiles can do some damage if you're flying around.

Keep up your laser fire. When he's taken enough shots, the mercenary leader makes a hasty exit through a tube at the top of the room. The battle's not over yet. Follow him to avenge Essara's death.



This guy doesn't play fair. His little escape earlier gave him a chance to refill his shields. You have to start all over again to take him out. Once again, stay stationary when you attack the mercenary leader. Running into those

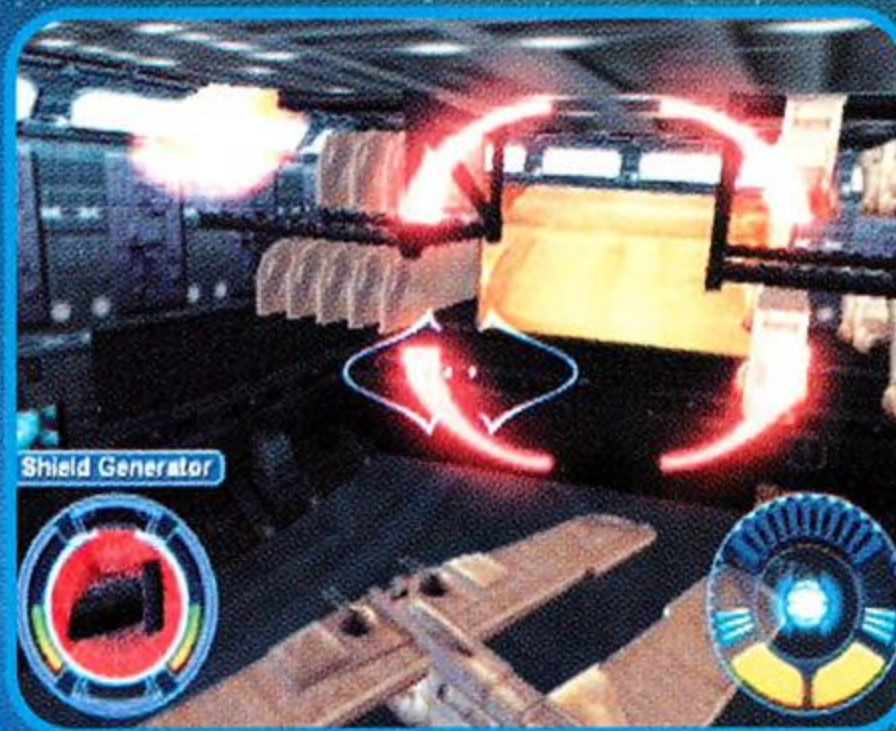
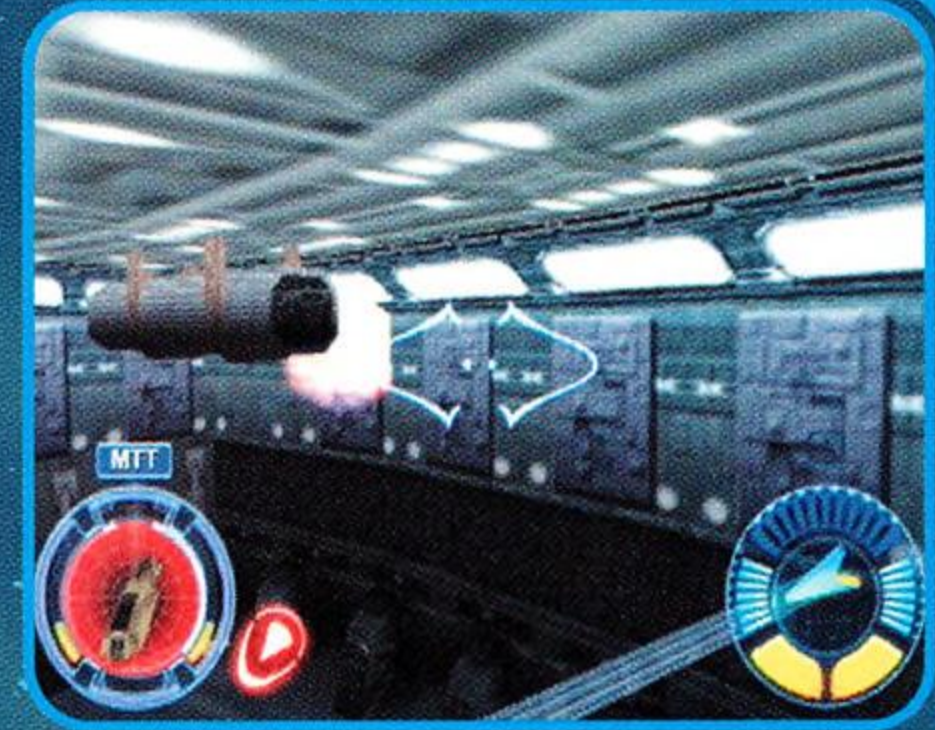
missiles is deadly. Find a central spot in the room and fire your lasers and proton torpedoes as the mercenary leader circles you. Make sure this spot is hidden from tank fire or those AATs on the ground will tear you apart.

Ah revenge is sweet, but you don't have very much time to savor it. Get out of here quickly, because the place is falling apart.



## Mission Objective 4

Head for that shaft near the ceiling. The shaft leads you directly to the shield reactor. Uh oh. The destruction around you has caused your shields to go out. Be careful flying through these narrow shafts.



In the next room is an orange wall to your right. That's the reactor you need to destroy. A few laser shots are all it takes to deactivate the shield.

## Mission Objective 5

Now get out! You don't have much time. On the wall to your left is the way out. Put on the boost and fly like a bird to freedom.



## Mission Debriefing



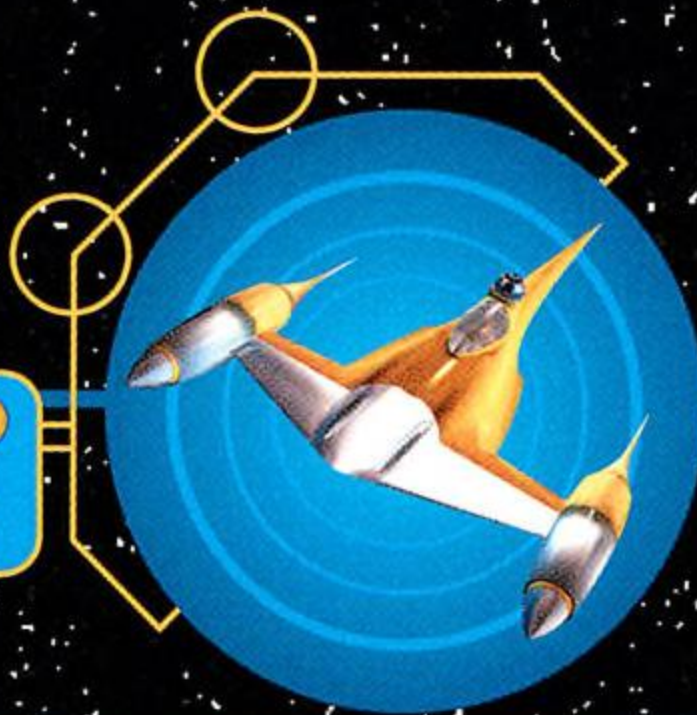
*Great job! You defeated the Trade Federation and thwarted its no-good plans. But where do you go from here? Vana, Nym, Reti, and yourself all made a great team, but you knew it wouldn't last. You come from different worlds with different dreams for*

*the future. Nym says his farewells to the crew and leaves on the Havoc. Don't be too sad. It's a small galaxy...*

# Bonus Mission 1: Fighter Training



## Rhys Dallows



N-1 Starfighter

### How to Unlock

This bonus mission is available to you from the start of the game.

*Under the instruction of Essara Till, Rhys Dallows flies deep space combat training drills against several waves of holo starfighters.*

## OBJECTIVES

- 1. Destroy five waves of holo starfighters

### BONUS GOALS

- 1. Complete mission in less than five minutes
- 2. Complete mission in less than four minutes
- 3. Complete mission in less than three minutes

## Mission Briefing

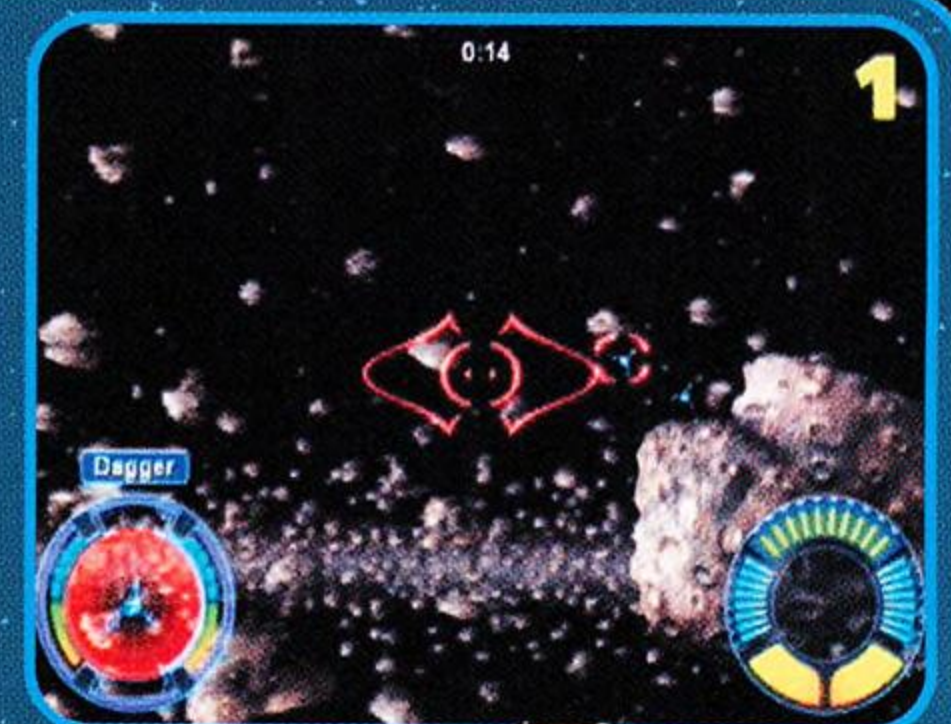
*This sounds easy enough, but you must sharpen your skills before tackling this training exercise. Essara Till is in charge of this hardcore training mission that pits you against five waves of holographic starfighters in open space. Beware—with each successive wave, the fighters become more numerous and difficult. As each wave approaches you, use your sniper view in conjunction with your laser cannons to take out the holo starfighters quickly and to avoid dogfights. Once you have taken down as many oncoming enemies as possible, destroy the remaining fighters in close combat. If you expect to walk away from this mission with a medal, be quick and precise and let the Force guide you. Good luck!*

## Mission Objective 1

The first wave of holo starfighters appears in front of you shortly after this mission starts. Only two fighters? Don't get too confident yet. This is only the first wave.



Use your sniper view to get a good sight on the holo starfighters. There are only two fighters this round, so quickly destroy them before they get a chance to come toward you. Next!



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TIP

The waves of holo starfighter come from different directions. The first wave appears in front of you. The second wave appears to your left. The third wave appears to your right. The fourth, to your right middle. The fifth to your left middle.

## CAUTION

Keep an eye on the asteroids floating through space. They cause great damage if you smack into them. These giant rocks can be blown up by gunfire, but it's time-consuming. Avoid these asteroids at all costs.

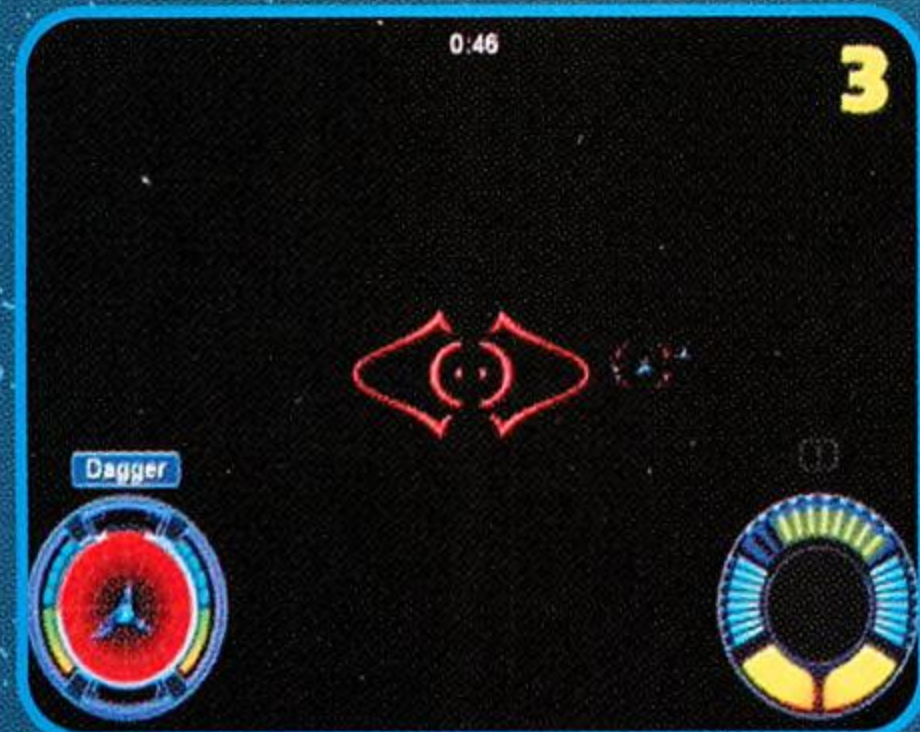
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You now face four holo starfighters. Shoot the fighters while they are lined up close together. Use a proton torpedo to take one down right away. Then focus your fire on the other three as they rush at you.



**TIP**

To maximize the time you have before the holo starfighters fly past you, hold down your brakes. This grants you more time to shoot at the fighters as they fly in a straight line toward you. This also keeps you out of their firing range longer.



The third wave of fighters consists of six holo daggers in two formations. Target the formation of four first. Look for the second formation to the left of the first. If any of the fighters get past you, break out your dogfighting skills and dispose of them in a hurry.

**NOTE**

To get the gold medal, destroy the first three waves of holo starfighters in a minute or less. If you are running longer, make up some major time with the fourth and fifth waves.

Essara wasn't joking. These holo starfighters are getting tough. There are eight fighters in the fourth wave. They stick together in the beginning, allowing you to pick off a few before they get too close. Beware of the gunfire as the fighters approach you. Getting hit by enemy blasts knocks you off your mark, making you miss your target and wasting valuable time.



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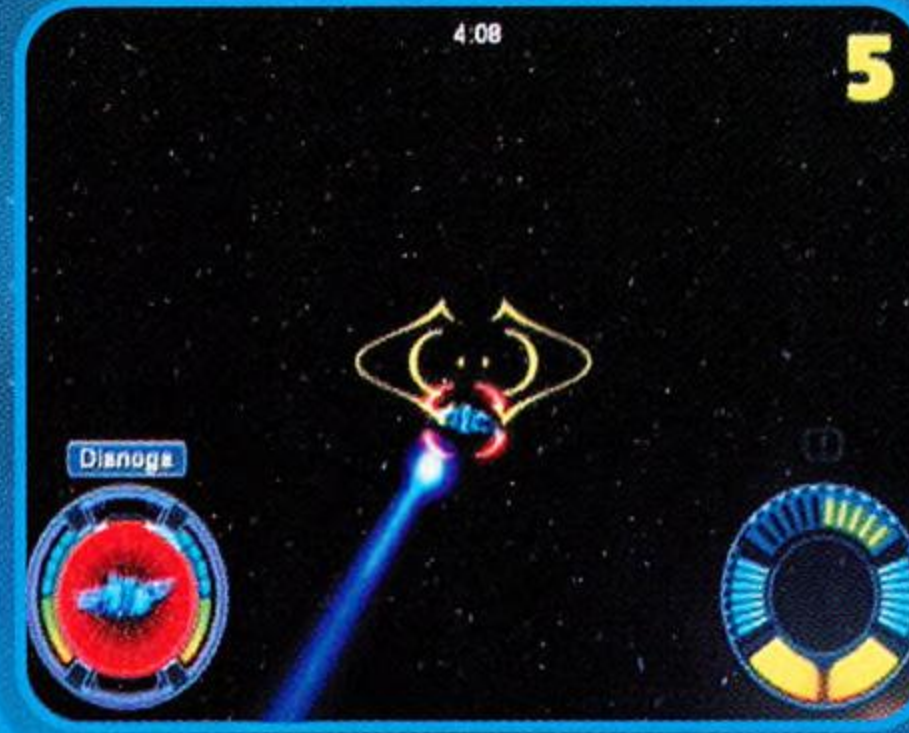


This is where your dogfighting abilities play an important role. Quickly maneuver around to put the holo starfighters in your sights. The fighters like to stay in close to you, making it a chore to stay on them. Stick with them and disperse your proton torpedoes when necessary. Keep in mind that your proton torpedoes are limited, and more holo starfighters are on the way.

**TIP**

When dogfighting, use your power slide by boosting, then slamming on your brakes as you turn. This allows you to make sharp turns to help quickly track and destroy targets as they fly around you.

The final 10 holo starfighters put your flight abilities to the test. Only the strongest survive. Pull out all of your tricks to knock down as many fighters as possible before they can reach you.



You must have excellent dogfighting skills to destroy this wave of fighters within your bonus goal times. Use any remaining proton torpedoes and move out of the way of oncoming gunfire as you battle it out with the remaining holo starfighters.

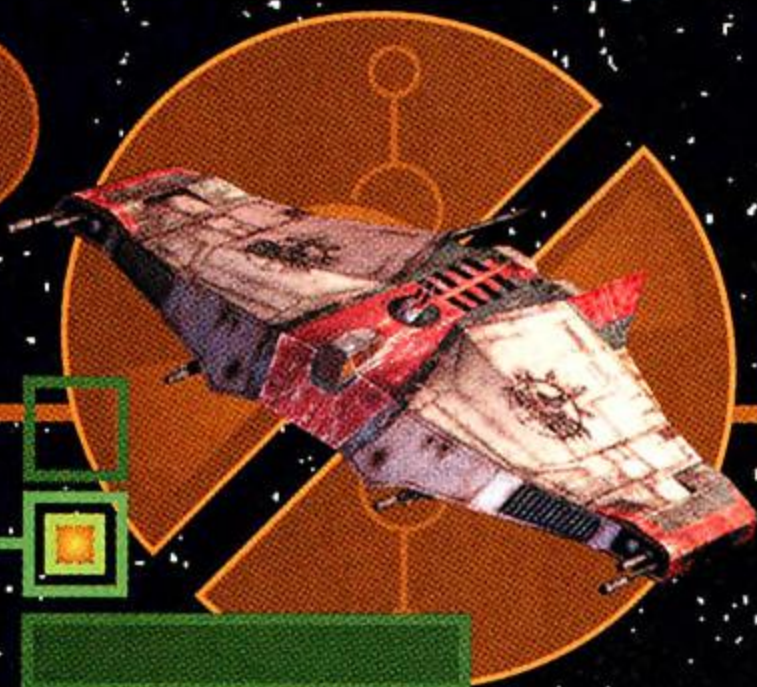
## Bonus Goals 1, 2, and 3

Practice, practice, practice to pass this fighter training and make the bonus times. This mission is not for beginners, so don't feel bad if you don't pass it right away. The key to saving precious time throughout this mission is to destroy most, if not all, your targets while they are still in formation. Dogfighting is time-consuming. Perfect your long range firing skills to reduce the number of fighters you face at close-quarters. Use your proton torpedoes for an easy take-down as you squabble with the waves of holo starfighters.

# Bonus Mission 2: Ground Attack Training



Nym



The Havoc

## How to Unlock

This bonus mission is available to you from the start of the game.

*Sharpen your skills by maneuvering, bombing, and blasting your way through waves of holographic ground units.*

## OBJECTIVES

1. Destroy 10 waves of holo units



## BONUS GOALS

1. Complete mission in less than six minutes
2. Complete mission in less than five minutes
3. Complete mission in less than four minutes

## Mission Briefing

Get ready for a barrage of holo tanks and STAPs to fill the ground as you fly above the lush green hills of Naboo. It's a perfect setting for the Havoc and its regenerating energy bombs. Look for the holoprojector to find the source of the holo units. Stay relatively high in the air to avoid most of the fire from below. As you finish each wave of holo units, turn back to the holoprojector and unleash multiple energy bombs. This destroys batches of holo units as they are being produced, saving you from chasing down units. Not all your enemies are grounded, though; look to the skies to find an occasional set of holo starfighters. With any luck, you can complete this mission in a bonus goal fashion.

## Mission Objective 1

A trio of STAPs and an AAT comprise the first wave of holo units. Fire on the STAPs as you make your approach, then launch an energy bomb at the AAT. Turn toward the holoprojector and prepare for the next wave.



TIP

The holo units head toward you as they attack. Fire your energy bombs slightly in front of them to compensate for this movement. Firing behind an enemy wastes time and ammunition.

Fire a few energy bombs at the holoprojector as the next wave begins. This takes care of many of the STAPs and AATs that are released. Switch to your dual triple-laser cannons if you get low on energy bombs.



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# Bonus Mission 2: Ground Attack Training

continued

## NOTE

The waves of holo units run together from here on out. Keep an eye on the number in the screen's upper right corner to track your progress.

Position yourself high above the ground for the next three waves of holo units. From a high vantage point, launch energy bombs down at the large mob of STAPs and AATs without taking much fire. When you have fought your way to wave six, the holoprojector flies into the air.



Wave six has you fighting a small group of holo starfighters. Blasting down these fighters is easy with the help of your automatic rotating turret gun. Another wave of holo starfighters is deployed shortly

after the demise of its predecessors.

## CAUTION

The holo starfighters fly low to lure you into the gunfire from ground units. Keep your bearings and stay high to avoid their little trap.

Keep an eye on the ground as waves eight, nine, and ten combine ground forces with an aerial attack. Take out the holo starfighters before diverting your attention to the ground. This allows the ground holo units to clump together. Now lay a spread of energy bombs down on them, destroying the entire group.



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## TIP

Make the holo starfighters your main priority so they don't shoot you down into ground unit range. Once the holo starfighters have been destroyed, take care of the grounded holo units with a bombardment of energy bombs.

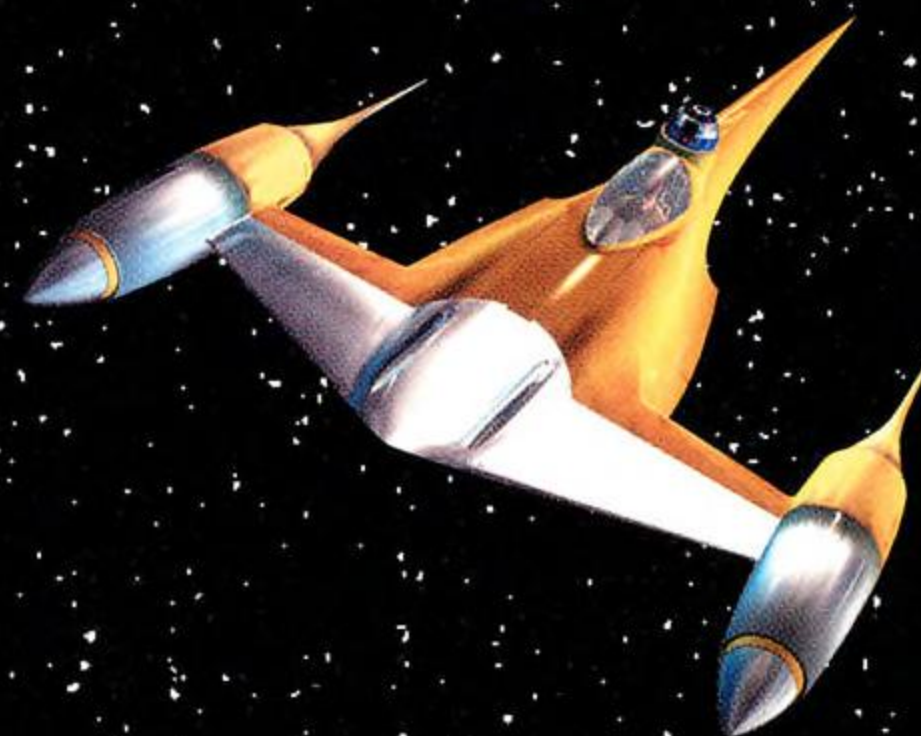
Shoot down the holo starfighters at the beginning of each of the final waves. Once they are taken care of, demolish the ground holo units below. Stay elevated so that you don't follow the holo starfighters into the ground fire.



After shooting down the holo starfighters in the final wave, search the ground for any remaining holo units. After the ground is clear, relax and enjoy the scenery.

## Bonus Goals 1, 2, and 3

Staying high above the holo units is the key to passing this mission with a bonus goal. This puts you out of range of enemy gunfire and lets you use your energy bombs to take out groups of holo units rather than taking them out one by one. At the end of each wave, drop a few energy bombs on the holoprojector to destroy the holo units as they appear. Once you have mastered this mission, try it on a harder difficulty setting. Then we'll see who's a Jedi and who's a Jawa!



# Bonus Mission 3: Charm's Way



## Essara Till

As the tense political situation on Naboo escalates, Essara Till responds to an emergency request for assistance by Reeve Dallows, Rhys's father and captain of the Naboo freighter vessel, Charm's Way.



N-1 Starfighter

## How to Unlock

- The Royal Escort
- Contract Infraction
- Piracy above Lok
- Taking the Offensive
- The New Resistance
- The Final Assault

## OBJECTIVES

- 1. Escort freighters

## BONUS GOALS

- 1. Two freighters survive
- 2. Four freighters survive
- 3. Six freighters survive

## Mission Briefing

You need to protect those freighters. Assign your wingmates to help. Destroy all enemy fighters that enter the area. If any enemy ship is left alive, it could blow up your freighters. Remember to shoot out the satellites. They control laser shots that rip through your fleet from the surface of the planet. Keep those freighters safe until they reach the nav point.

## Mission Objective 1

When you start this mission, enemy fighters are already attacking your freighters. Target the morningstars then go after any remaining starfighters.



Assign your wingmates to defend the Mercatan while you prepare for the next wave of starfighters. After this wave, the Mercatan is the first target.



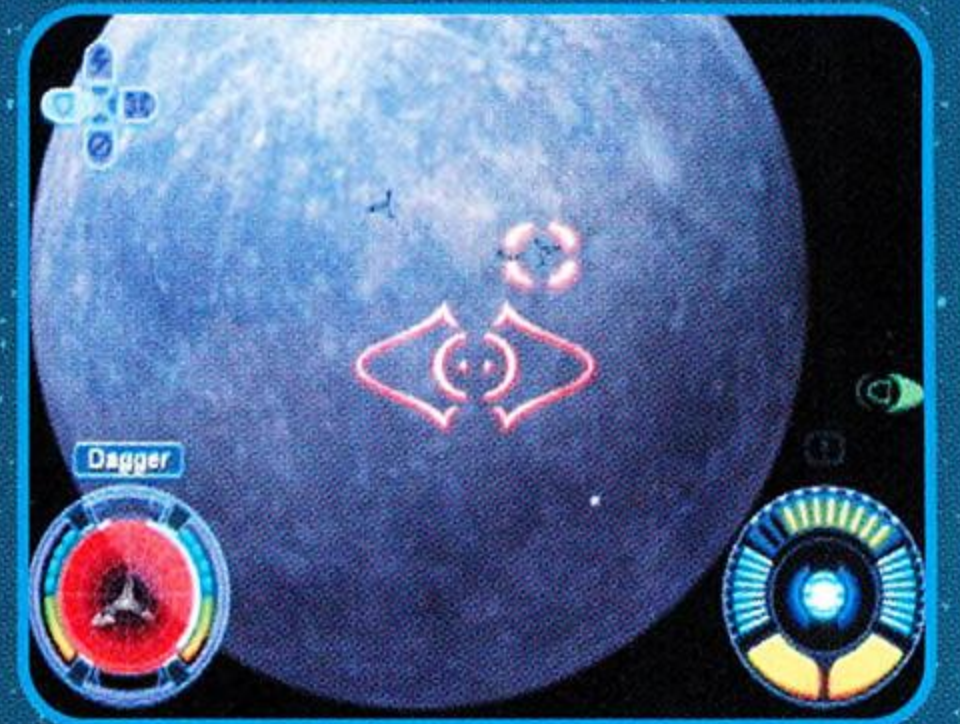
**TIP**

You start this mission with nine freighters to protect, but only six have to survive to get the gold medal. If three freighters get destroyed, don't feel too bad. You'll carry their memory with you...always.

**TIP**

Don't fly directly into oncoming starfighters. On the Hard difficulty setting, their laser fire is very accurate and can rip your ship apart.

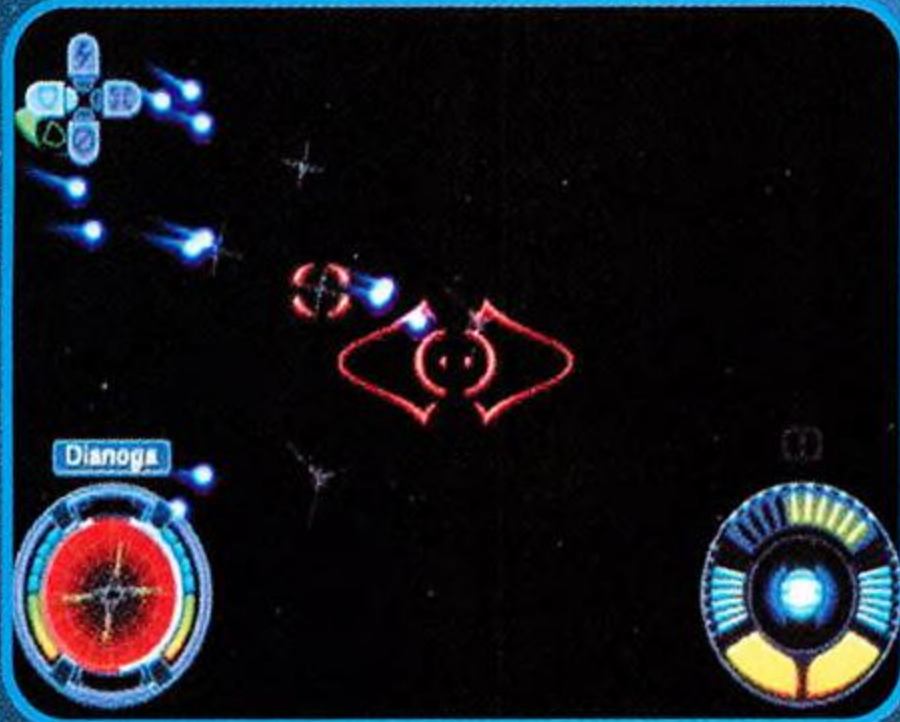
A wave of daggers flies in for the attack from that white moon. Sounds like they want a piece of you. Fire your laser cannons to get rid of them.



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continued

Two morningstars and a dagger arrive for the attack. Aim your lasers at the morningstars first, because they pose a greater threat. Finish them off quickly because you have more starfighters to destroy.



It's going to be a tough fight with the next wave of starfighters. Those dianogas are some of the toughest fighters around. To make matters worse, they fly in with morningstars. Fire your advanced proton torpedo when you first see them coming. Then, use your lasers to finish them off before they hit your freighters.

you first see them coming. Then, use your lasers to finish them off before they hit your freighters.

## CAUTION

Protect those freighters! They can't take repeat attacks from all those starfighters.

A missile frigate and scarabs arrive on the scene but they're not here to help you. Greet the frigate with laser cannons until it blows up. Get those scarabs next.



You really upset somebody. A huge wave of droid starfighters flies in for the attack, using the sun's glare for cover. Use your sniper view to zoom in and start unloading laser fire on them. Take out as many as you can before they swarm your first freighter. Use three advanced proton torpedoes now!

continued

continued

## TIP

If you lose the first freighter, reassign your wingmates to protect the next freighter. You need all the help you can get.

When the droid starfighters have been destroyed, turn your attention to the two satellites in the area. They control the laser shots from the surface of the planet. Shoot them before those lasers destroy your freighters.



With the satellites out of the way you can get back to your true love: destroying any enemy starfighters that enter the area. When you hear that you're 30 seconds away from the nav point, your freighters are almost to safety.

When the last missile frigate arrives, it fires two chris corpedoes. Shoot them out before they hit and destroy your last freighter. It's too late to stop your freighters.



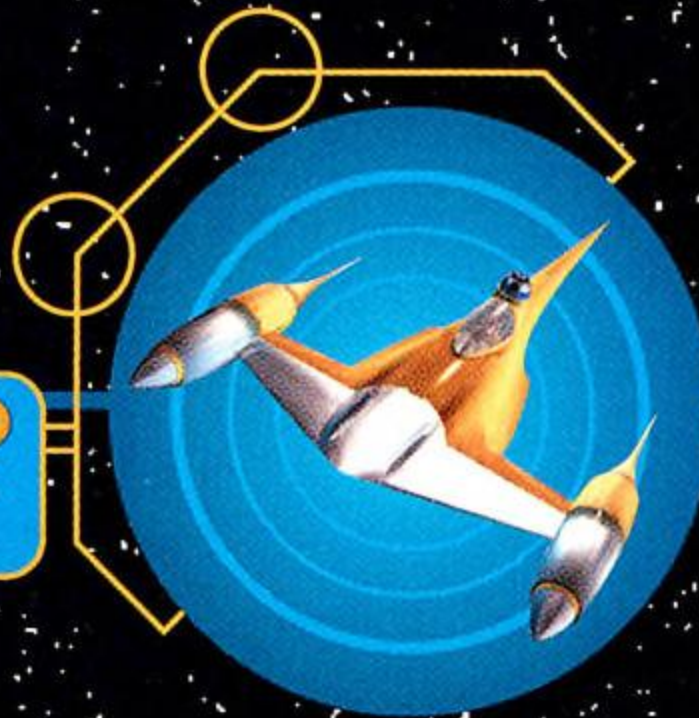
## Bonus Goals 1, 2, and 3

Your freighters are heading for safety. The number in the top right corner counts how many freighters get away. If you destroyed most of your enemies when they first started attacking your fleet, at least six freighters should still be alive. If a few starfighters got by you, then at least four are alive. If you let them pound your forces for a while, you'll be lucky to have two freighters left. If six freighters did survive, you get the gold medal. Congratulations!

# Bonus Mission 4: Canyon Sprint



## Rhys Dallows



N-1 Starfighter

**Rhys Dallows** sets out to prove he's the fastest pilot in the galaxy in an all-out race against Nym, Vana, Reti, and Essara.

### How to Unlock

- Naboo Proving Grounds
- The Royal Escort
- Taking the Offensive
- Midnight Munitions Run
- Rescue on the Solleu
- The Final Assault

## OBJECTIVES

- 1. Finish race before Reti
- 2. All racing opponents must survive

### BONUS GOALS

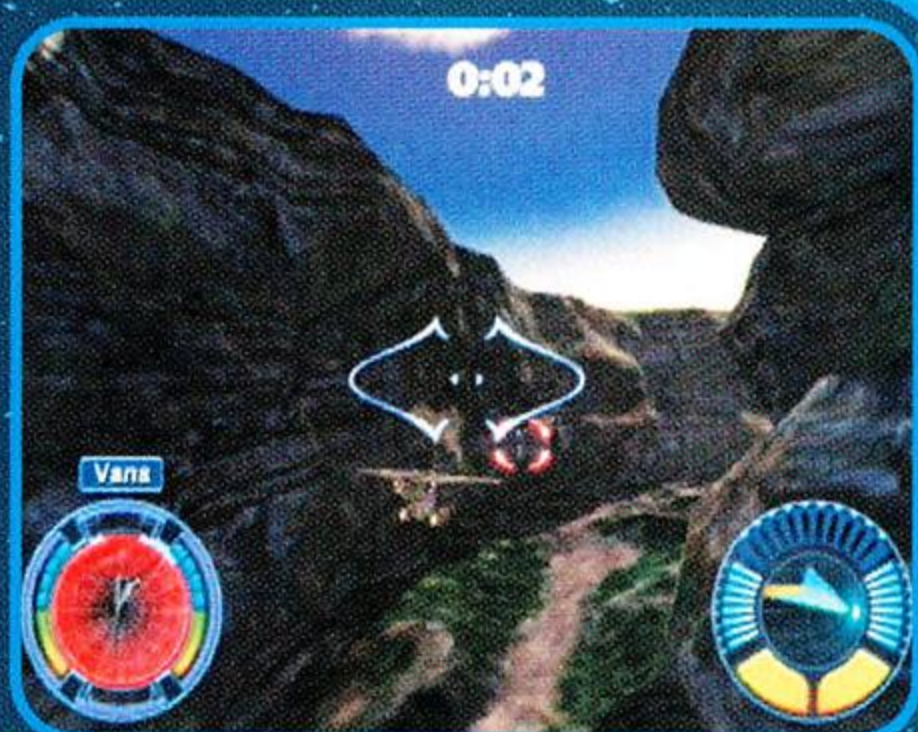
- 1. Finish race before Nym
- 2. Finish race before Vana
- 3. Win the race against Essara

## Mission Briefing

*It's time to show everybody who's the best pilot. Use your boost through the canyons and clearings and you should have no problem winning the race. Just watch out for the canyon walls. Crashing into them could be costly.*

### Mission Objective 1

Hey, no fair! Everybody starts the race ahead of you. Slam on your boost if you want to be a player in this competition.



### Mission Objective 2

As tempting as it is to put a few laser blasts in the back of your competition, hold off. If you kill any of the other racers, you fail the race.



### TIP

You should be an expert at flying through the canyons by now. These walls aren't very narrow, so using your boost won't be very hard. Learn the twists and turns of the canyon so you know where to ease up on the boost. Hitting the sides of the canyon really slows you down. However, not easing up gets you the best time!

## Mission Objective 1

Boost straight through this first clearing. Keep your lasers on as you fly in case any mines get too close. Keep to the right canyon wall and you won't have a problem.



### TIP

The canyons connecting the clearings don't contain any enemies that try to hurt you. All you have to worry about is beating the competition. Put on your boost and hurry through the canyons. Just don't crash into the sides.



The next clearing is full of turret droids. Stay high in the sky and keep moving. That laser fire won't hurt you if you keep your boost on. Don't worry about shooting them either.

In the final clearing, bombers are dropping bombs all around. Stay near the right side of wall and zip on through. This is a good place to keep your boost on and speed past any nearby competitors.

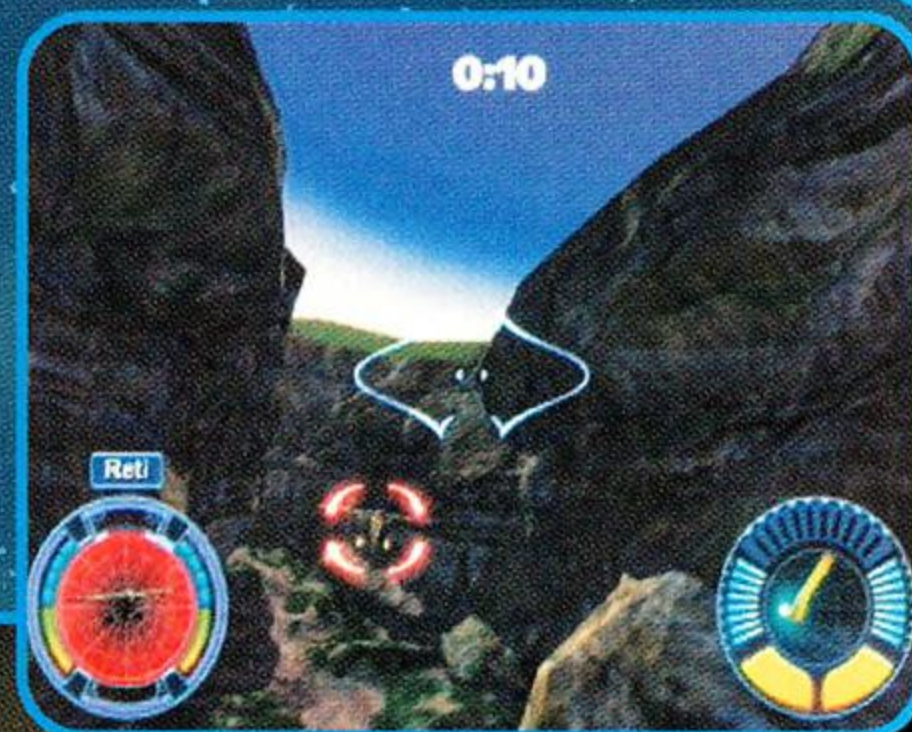


At the end of the last canyon is a holographic wall marking the end of the race. Keep your boost on and stay clear of the canyon walls, and you just might place first.

continued ▶

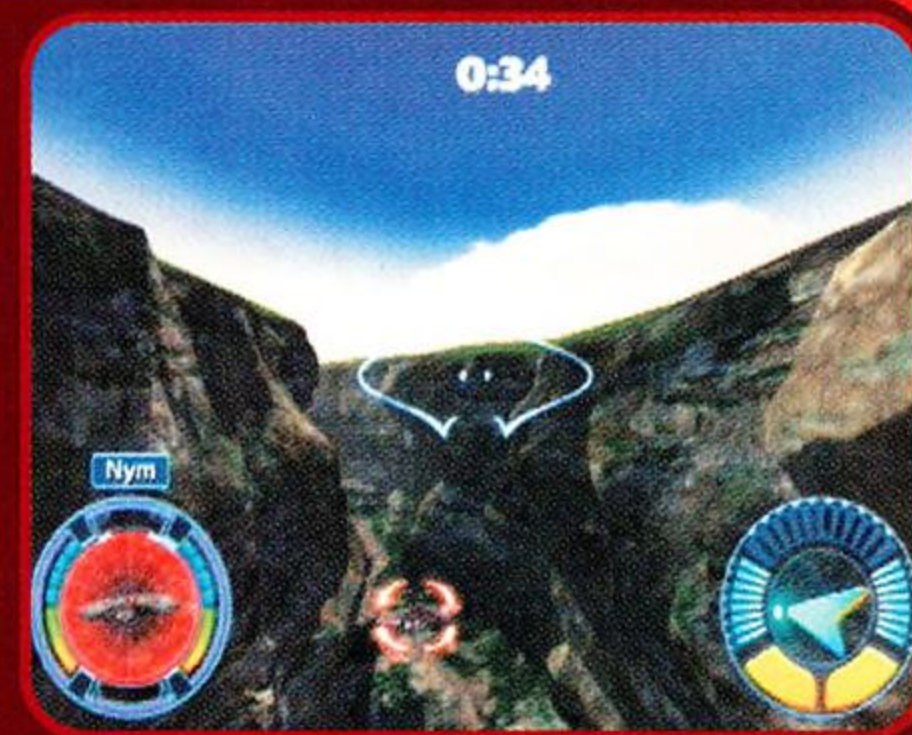
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Finishing the race before Reti shouldn't be a problem. His ship is very slow, and a little boost in the beginning can put you in front of him for the rest of the race.

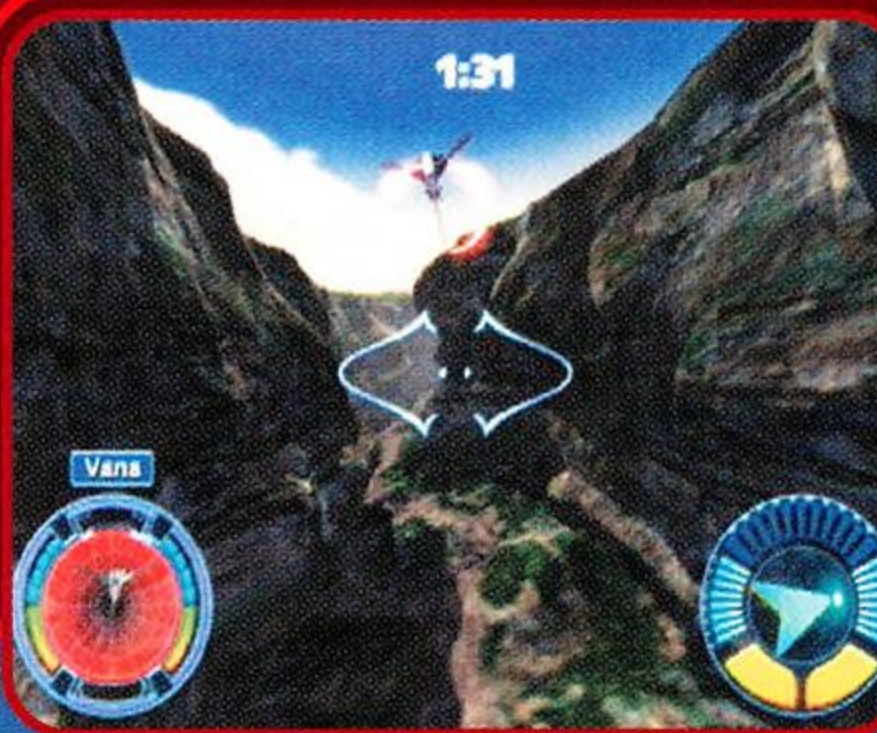


## Bonus Goal 1

It's not very difficult to defeat Nym in the race. He's faster than Reti, but not as fast as the other racers. You can take your time through the canyons, bump up against the canyon walls, or even shoot at some of the obstacles in the valleys and still have a good chance of beating Nym.



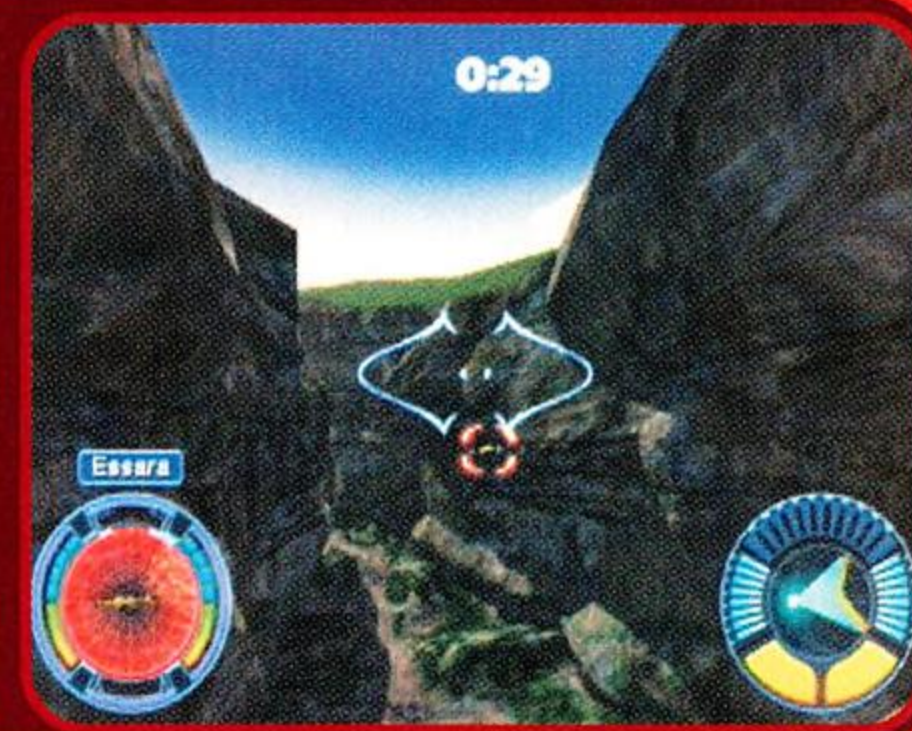
## Bonus Goal 2



Vana is a great pilot. You can't make too many mistakes, but you do have time to control yourself through the canyons. If you don't crash you should be able to beat her.

## Bonus Goal 3

Think you can beat one of the best pilots around? You have to be near perfect to beat Essara. Keep your boost on and avoid hitting the walls of the canyon. With a little luck and a little skill, that gold medal is yours.

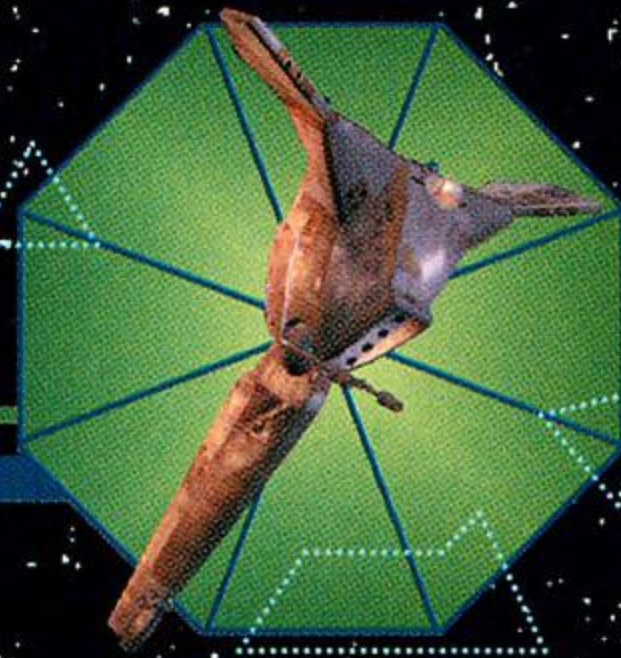


# Bonus Mission 5: Outpost Attack

## Vana Sage



Guardian Mantis



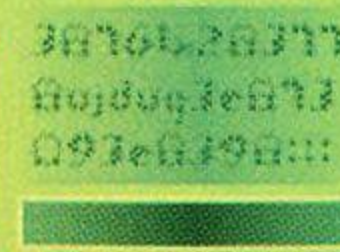
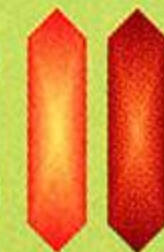
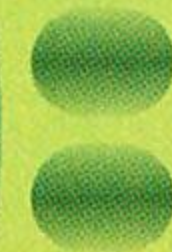
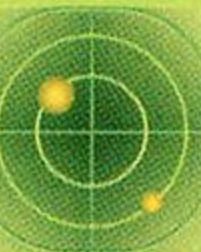
### How to Unlock

- Get Appropriate Medal in All Missions

Defend a mining outpost from a swarm of droids. Destroy falling mines to prevent droids from spawning. Lose points for lost buildings. Gain points for destroying droids and mines.

## OBJECTIVES

- At least one building must survive five minutes



### BONUS GOALS

- Score 1,000 points
- Score 3,000 points
- Score 5,000 points

## Mission Briefing

Countless numbers of droid starfighters in walk mode infest the hills below you. Your job is to stop them from overtaking your outpost. Easy as it sounds, the sheer number of droids make this mission nearly impossible. Don't worry about scoring the necessary points for the bonus goals yet. Instead, focus all your efforts on keeping your one building standing.

Take a safe position patrolling around the tower2 farthest away from the outpost and nearest to the dropships. From here you can avoid most droid starfighters and pick off many of the mines that are deployed from the dropships hovering near you. You only need to defend this tower2 and stay alive to claim victory, but you'll need the Force to claim a bonus medal.

## Mission Objective 1

Away we go! Look to your left to see the swarm of droid starfighters approaching. Shoot as many as possible as you race toward the dropships in the distance. Don't waste too much time trying to shoot droids at this point, though—you need to get near the dropships.



### NOTE

Score 50 points for destroying a droid starfighter and 75 for destroying a mine. Lose a building and forfeit 100 points.

Find the tower2 to the right of the giant dropships. Protect the tower with your life. Remember, if it falls, you lose.



continued

# Bonus Mission 5: Outpost Attack

◀ continued

Most droid starfighters head to the outpost, leaving you only a steady handful of droids to defend against.



Watch for mines falling from the dropships while you're defending your tower. These mines spawn droid fighters upon hitting the ground. Shoot them out of the air before they can touch down. Don't worry if you can't shoot them

all. Your main priority is keeping your tower clear of enemy fire.

**TIP**

Tag all droid starfighters and mines as you shoot them, ensuring a direct hit. The faster you can take out a target, the faster you can move on to the next one.

Destroy all the droid starfighters in the area as they approach your tower. Between threatening encounters near your tower, turn toward the bulk of the outpost to shoot any droid that you can get a bead on.



**TIP**

During the five minutes, destroy as many droid starfighters as you can. Not only does this give you points, but it saves you later when all the droids come after the last remaining building: yours.

continued ▶

◀ continued



As time winds down, so does your outpost. The droid starfighters devour the buildings one by one, until the only one left is yours. The droid army then makes its way to you. Remain calm and stand your guard.

Remember this is *your* tower. Protect it! Pat yourself on the back if you can stop the full assault on your tower as time runs out.

## Bonus Goals 1, 2, and 3

Completing this mission is hard enough when concentrating on protecting a single building. However, to take home a medal, you must score an outlandish number of points. You must shoot down a lot of droids to make up for the loss of points each time a building is destroyed. Perfect your skills elsewhere before attempting to clean house at the outpost. If you think you're ready, remember to tag everything and use your sniper view to target distant droids. Only a seasoned veteran can do well in this mission. Do you have what it takes?



# Bonus Mission 6: Space Sweep

**Nym**



## How to Unlock

- Get Appropriate Medal in All Missions

**Destroy as much of the space debris floating above Lok as possible. Large debris is worth the most. Destroy mines and saucers for even more points.**

## OBJECTIVES

- 1. Survive mission for three minutes



## BONUS GOALS

- 1. Score 10,000 points
- 2. Score 15,000 points
- 3. Score 20,000 points

### Mission Briefing

*There sure is a lot of garbage out in space. Who's in charge of cleaning this mess? You'd better take the initiative. Start blasting away the debris in the area. Don't worry about running out of things to hit because there's an endless supply. Watch for clusters of space mines floating by. Shooting mines gets you a lot of quick points. For the most points, shoot the hard-to-find saucers.*

## Mission Objective 1

You start this mission surrounded by space debris. Bomb that rock directly in front of you and shoot any mines that drift past.



Look at all that junk! Make sure none of it hits you. Those rocks and mines can pound away your shields and hull. Use your boost to get out of harm's way.



# Bonus Mission 6: Space Sweep

## Bonus Goals 1, 2, and 3



Find a good place to shoot the debris. Aim your sights at the bright yellow star. Lots of goodies come from this direction.

Look at all those mines flying at you. It's time to score a lot of points. Get those mines in your sight and fire away with your dual triple-laser cannons.



### TIP

Everything in space is worth points: Small debris is worth 50, large debris is 100, mines are 500, and saucers are 5,000. Don't waste your time on debris, regardless of size, unless it's in your way. Aim for the mines and saucers to rack up the big points.

### TIP

Debris and the mines make different sounds when they get destroyed. Destroyed debris makes a higher-pitched noise. Recognize the different noises so you can identify what you hit and what you need to go after.



Get that debris out of your way. It's blocking your view of the real point makers...those mines. Fire your energy bombs to quickly get rid of the debris.

### TIP

Your sniper view works great on this mission. Zoom in on the mines when they're still far away. You'll be able to hit more mines and you won't risk them hitting you.

← continued

There aren't too many saucers during this mission. They're worth the most points, so go after one if you see it. They move fast, so use your boost to keep up.



Those saucers have a really strong hull. Fly in close and use your energy bombs and laser cannons to dispose of them. Be careful with your shots. Saucers spin and are easy to miss.

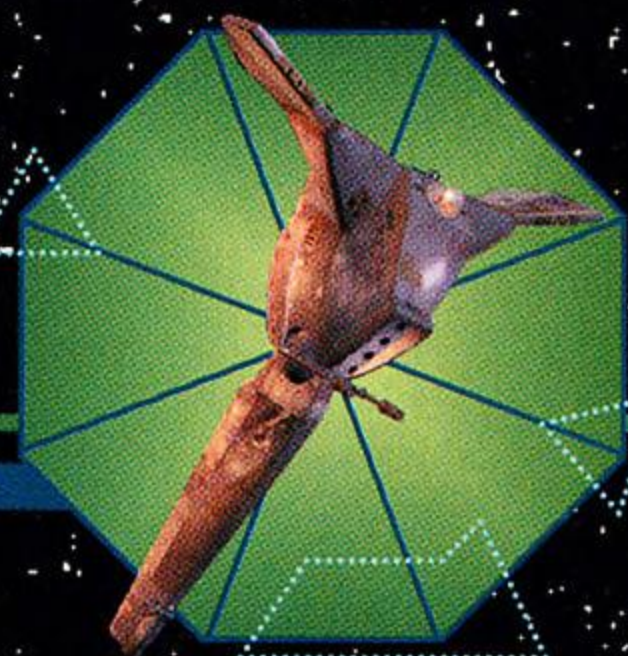
Keep hitting those mines and scoring 20,000 points won't be a problem. That gold medal is yours.



continued ▶

# Bonus Starship: The Guardian Mantis

## Vana Sage



Guardian Mantis

### How to Unlock

- Contract Infraction
- Secrets on Eos
- The New Resistance

Replay any mission flying the Guardian Mantis.

### Mission Briefing

Ever wish you could tag all the scarabs to save Jenkins in Mission 7: Eye of the Storm? Now you can, by unlocking Vana's Guardian Mantis. Take this ship to any of your favorite levels where you wouldn't normally get to use the deadly combination of sensor guided nano missiles and ion-enabled sensor tags. Challenge yourself to see how fast you can get through the toughest of missions with Vana at the helm.

Protecting the Queen in Mission 2: The Royal Escort, would have been much easier if you could have tagged all the Queen's assailants. Now is your chance. Go back and show those fighters how lucky they were that Vana Sage wasn't on the job.



Flying the *Guardian Mantis* is a blast thanks to the recharging ion-enabled sensor tags, which disable an enemy's shields. Tag all your targets and watch as they blow up—you don't even have to aim! Suddenly every shot fired is a direct hit. Use this to breeze through groups of attackers.

Although the *Guardian Mantis* can tag everything, the sensor guided nano missiles are not as powerful. For missions where you need heavy firepower, try using the *Havoc* or better yet...the *Infiltrator*.



The TF turrets in Mission 9: The Crippling Blow are easily destroyed with the long-distance firing ability of tracking sensor guided nano missiles. Is that Vana as your wingmate? Two *Guardian Mantises* are better than one.



Not even *Essara* can escape the ion-enabled sensor tags. Watch how fast her shields go down in Mission 1: Naboo Proving Grounds.

# Bonus Starship: The Havoc



The Havoc

## How to Unlock

- Piracy above Lok
- Valuable Goods
- Eye of the Storm
- The Crippling Blow
- Last Stand on Naboo

Replay any mission flying the Havoc.

## Mission Briefing

*Nym's Havoc is a great ship to have, with its recharging energy bombs and plasma scourge. Unlock this powerhouse to take the Havoc to any mission you like. Try the Havoc in open space to see the effect that a lack of gravity has on its energy bombs.*

Remember those shield generators in Mission 4: Secrets on Eos? Watch how fast they blow up when they are hit with a plasma scourge. You can complete this mission in no time now.



Remember that you can use bonus ships in bonus missions, as well. Try taking the Havoc for a spin in Bonus Mission 5: Outpost Attack. Protect your buildings by serving the swarm of crawling droids a few helpings of your famous plasma scourges.



The Havoc is a great ship to use on any mission where ground forces are shooting you. No ground assault stands a chance against this ship's awesome firepower. Try your luck at Mission 11: Midnight Munitions Run now that you can easily pop a bomb on the tanks shooting up at you. Reti is sure to make it to safety with Nym paving the way.

The Havoc is excellent for destroying big, heavy targets. However, it isn't the most graceful craft when shooting down fleets of scarabs and other flying enemies. Leave that for the Guardian Mantis's ion-enabled sensor tags and the N-1 Starfighter's proton torpedoes.

TF freighters are no match for a plasma scourge in Mission 8: Taking the Offensive. Use your plasma scourge on the orbital satellites as well. When you have this much firepower, nothing can stand in your way.



# Bonus Starship: N-1 Starfighter



Rhys Dallows



N-1 Starfighter

Replay any mission flying the N-1 Starfighter.

## How to Unlock

- Naboo Proving Grounds
- The Royal Escort
- Taking the Offensive
- Midnight Munitions Run
- Rescue on the Solleu
- The Final Assault

## Mission Briefing

Choosing to fly the N-1 Starfighter can be a great decision. In some of Rhys's regular missions, you didn't have a secondary weapon or an advanced secondary weapon. By selecting this bonus starship, you can go back to those levels with your advanced proton torpedoes locked and loaded. You'll have an easier time destroying enemies and completing the primary objectives.

Remember flying through Mission 1: Naboo Proving Grounds? It would have been nice to have your secondary weapon. Now you have it, and you can take care of your enemies a lot faster. That turret droid is no match for your proton torpedo.



Where are those ion-enabled sensor tags? Oh well. Just fire a few proton torpedoes to make yourself feel better.



Flying as Rhys can also be fun because of his advanced secondary weapon. Use his advanced proton torpedoes to take out multiple enemies at once. This weapon can get you through levels with groups of enemies a lot faster.

There are a couple of challenges to flying as Rhys, however. His secondary weapon is fun to use, but it doesn't recharge. You only have 10 shots until you're out of ammo. You have to be really particular about your targets, and don't waste any shots!

More dropships are coming in, and you're already out of proton torpedoes! Too bad they can't recharge.



Every mission is designed for a certain pilot. Certain secondary weapons are needed to complete certain missions. For example, Mission 3: Contract Infraction requires ion-enabled sensor tags to complete a bonus goal. Flying the N-1 Starfighter only allows you to use proton torpedoes. In a mission where the bonus goal is to use sensor tags, you might complete the objective but fail that particular goal.

# Bonus Starship: The Infiltrator

## Darth Maul

- How to Unlock
- Complete All Missions



Infiltrator

Replay any mission flying Darth Maul's Infiltrator.

### Mission Briefing

The Infiltrator is an awesome flying machine. It's super fast and there isn't much it can't do. If you start taking damage, boost your way out of trouble. You can also use that super boost to catch up to the Trade Federation ships that are trying to get away. No one can escape you!

Take the action to the Trade Federation. Target your enemies in the distance and put on the boost. The quicker you get to them, the quicker you can kill them.



Your weapons are some of the best around. You hardly even need a secondary weapon when your lasers are so powerful. They can slice up almost any enemy in seconds.

The Infiltrator has super-powerful lasers. Hold down the fire button and watch a dropship drop like a stone.



Target your enemies and forget about them. This cluster of starfighters won't be around much longer after being greeted with your missiles.

For an added bonus, fire your secondary weapons. Two powerful missiles launch from the Infiltrator and home in on your target. The missiles explode on impact, destroying any nearby enemies. Target an enemy, fire your missiles, and that enemy is history. Don't worry about running out of ammo because these bad boys recharge.

Believe it or not, the Infiltrator does have some drawbacks. Your secondary weapon is a little slow. Sometimes it's faster to just boost up to your enemies and mow them down with laser fire.

Also, your ship's weapons can be a little too powerful at times. On some missions, such as Mission 10: Crippling Blow, you're required only to disable a craft, but not to destroy it. Don't get too trigger happy or you'll fail the mission.



You were only supposed to disable that freighter, not destroy it. Now you've failed the mission.

# Two-Player Missions

Here's your chance to prove to your friends that you're the best starfighter in town in a few easy steps. First, grab a controller and start talking trash, because only one player will walk away the winner of this mission. You can play either of two modes: Canyon Race or Capture the Flag. Canyon Race is a point-based, two-player, race-and-combat competition through the training canyon of Naboo. Capture the Flag is a fast, furious competition that takes place in the mine-filled skies over Naboo. Finally, call your friend a "Wookiee" as you sit back and get ready for some fierce head-to-head competition.

## How to Unlock

- Get Appropriate Medal in All Missions



N-1 Starfighter

## Canyon Race Rules

- 1. One point each time your opponent is destroyed
- 2. One point for reaching each arena first
- 3. One point for flying through each blue loop
- 4. Three points for winning the race
- 5. Five points for winning the dogfight at the end

## Mission Briefing

The Canyon Race is an obstacle-filled race through the training canyon of Naboo that ends in a battle between you and your opponent. Watch out for mines, turret droids, and buildings as you maneuver through the rocky canyon walls. May the best pilot win!

Anything goes in this race, so watch your back as you leave the starting line. If you find yourself behind, fire a proton torpedo up your opponent's stern. Keep in mind that turnabout is fair play.



## NOTE

If you are destroyed during the race, you experience a short pause, then continue from the point where you were hit. This pause is just enough time for your opponent to take the lead. Ahhh, time for revenge.

Points are awarded to the first person to enter each arena. The first person in each arena is also the first person to encounter the danger that lurks in these clearings. The first arena has a trail of mines. Avoid shooting these if you are in the lead. This leaves the dangerous mines for your opponent to smack into.

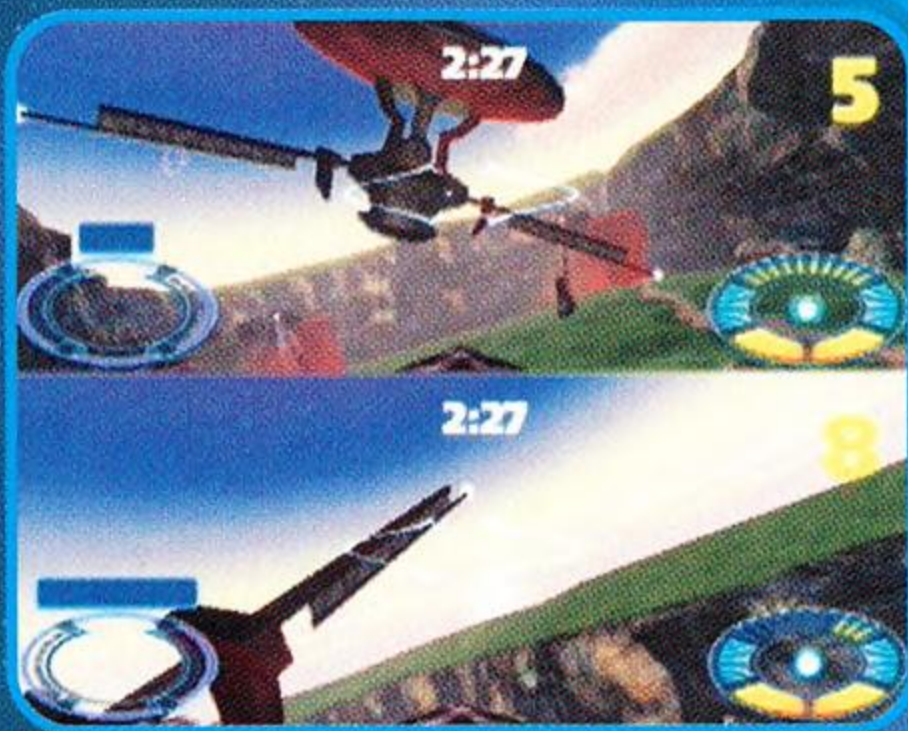


Go through the blue hoop for an extra point as you enter the canyon walls. Jet through the walls until you enter the next clearing. This clearing has a plethora of turret droids awaiting your arrival. Yikes!



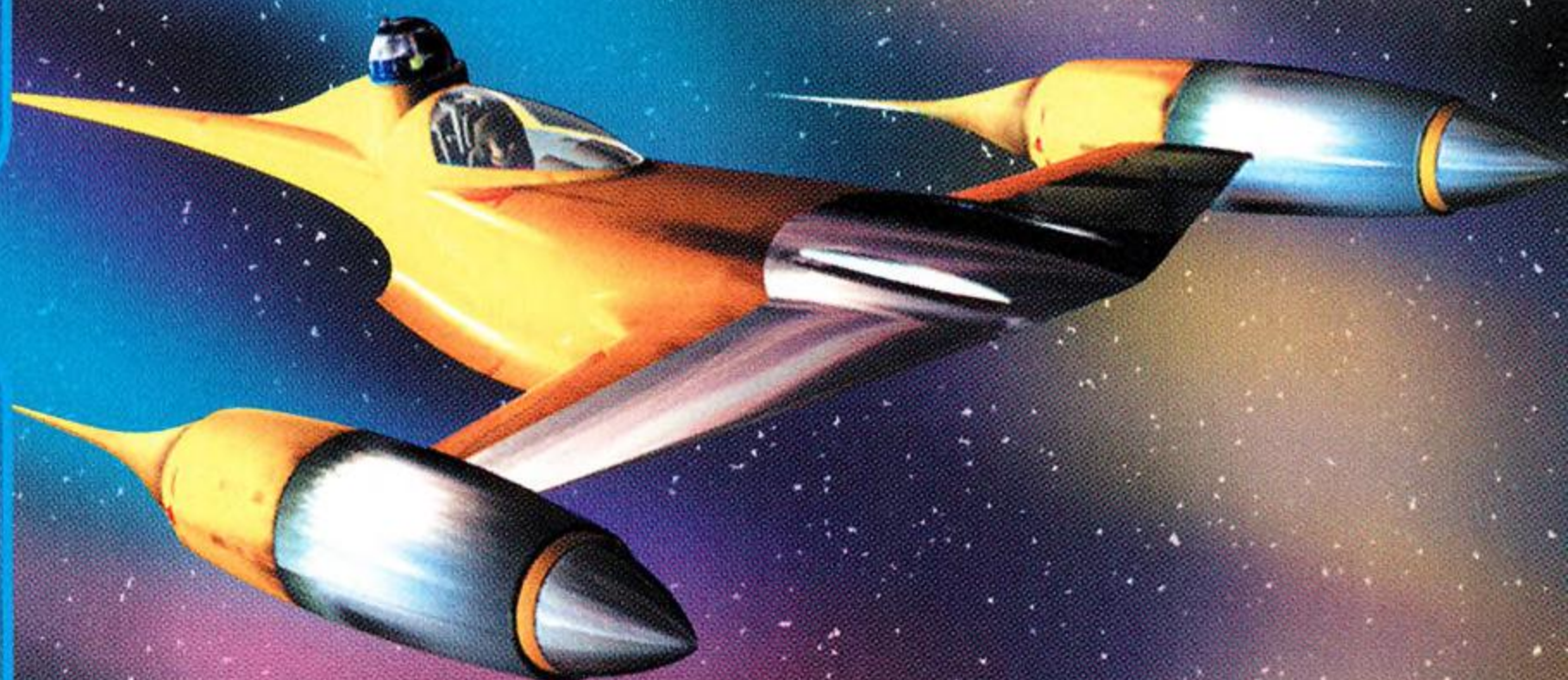
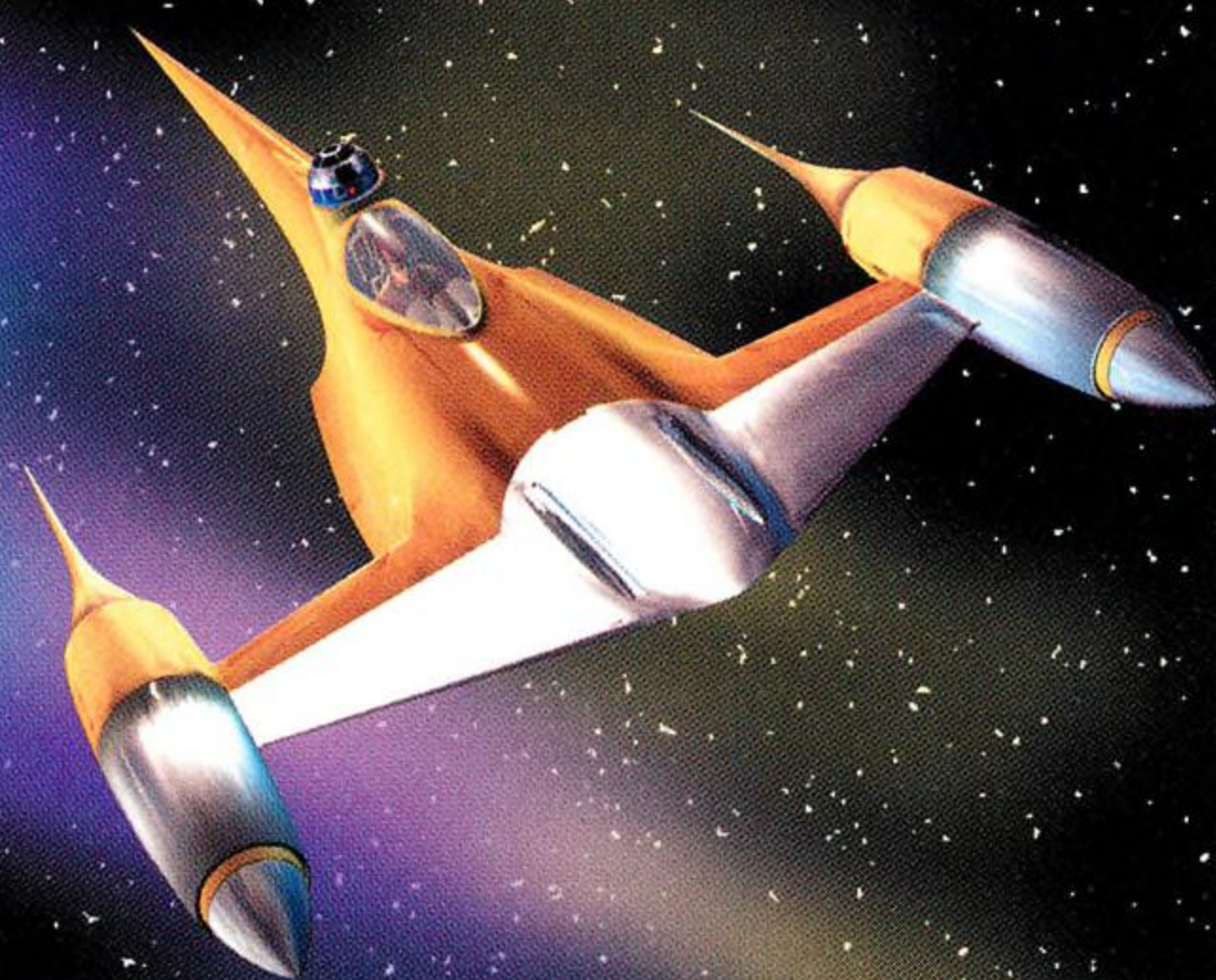
Pass another blue hoop on the way into the next canyon. Follow this into the next clearing where you'll encounter a few bombers. Fly past them and through another blue hoop. You're in the final leg!

The final clearing is cluttered with two factory command centers. Perfect for a dogfight. This last showdown is worth the most points and is often the deciding factor. Good luck!



## TIP

Use the surroundings to your advantage. If you see your opponent firing a proton torpedo, take cover behind the junk strewn about.

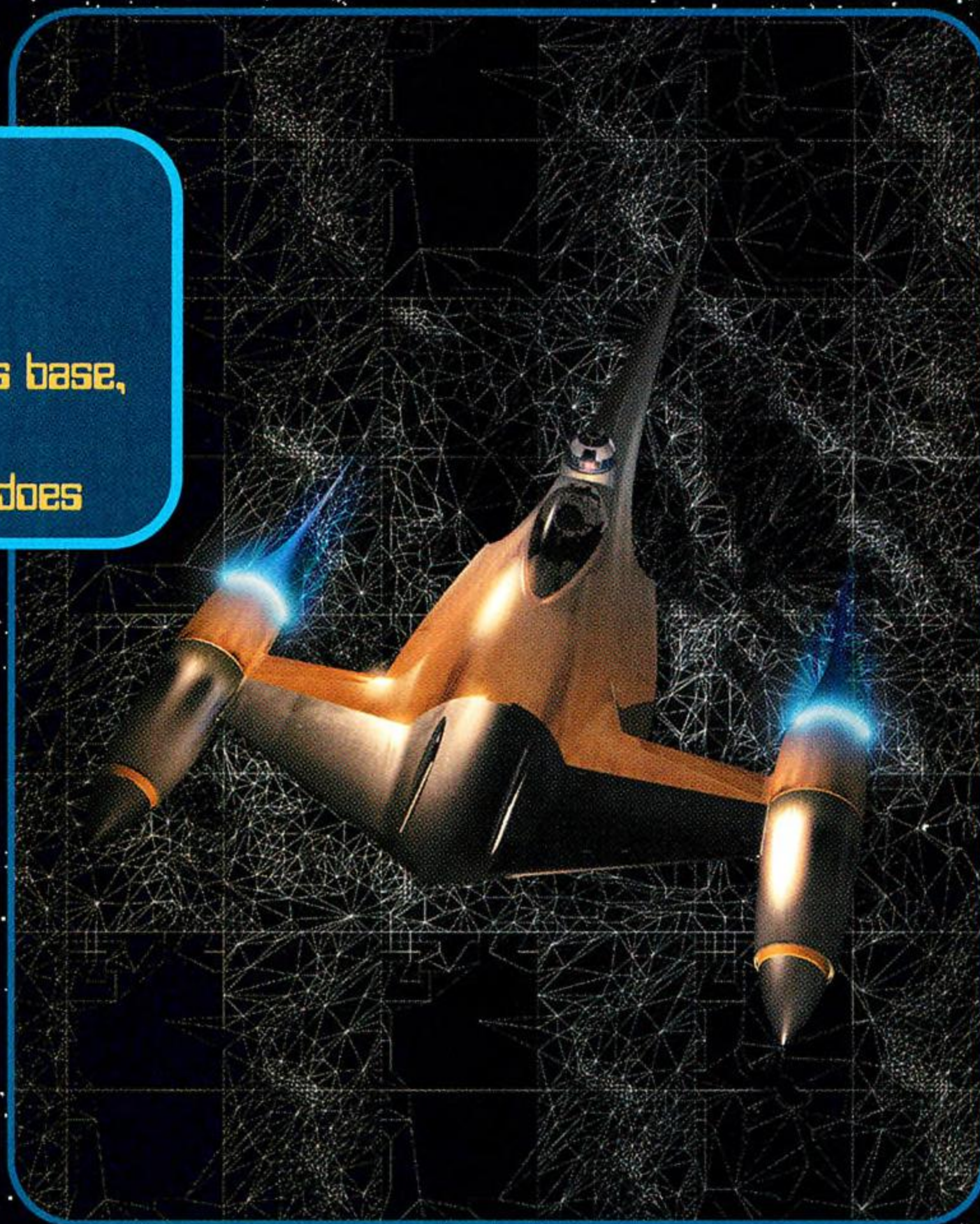


### Capture the Flag Rules

1. Capture your opponent's flag three times
2. Pass through the shield at your opponent's base, then touch your own shield to score
3. Destroy power-ups to recharge your torpedoes

### Mission Briefing

*Capture the Flag is a fast-paced game that requires you to shoot down your opponent before he can fly through your shield and return to his own. As if this isn't exciting enough, the sky is filled with mines and other fighters to intervene whenever possible. Keep an eye on your target tracker to know where your enemy is at all times.*



Do some fancy flying to avoid any gunfire from your opponent as you fly through his or her shield. Now return to yours for an easy score.




### TIP

You're not alone in all this melee. You have a wingmate to order around. Set your mate to attack your opponent for a little help.

All you need to do is fly through your shield to score. Look in your screen's upper right corner to know when you have the flag.




# Two-Player Missions




**1** Destroy the floating holoprojectors to recharge your proton torpedoes. Shooting these can take a little time, so use a proton torpedo to blow them up when you get low.

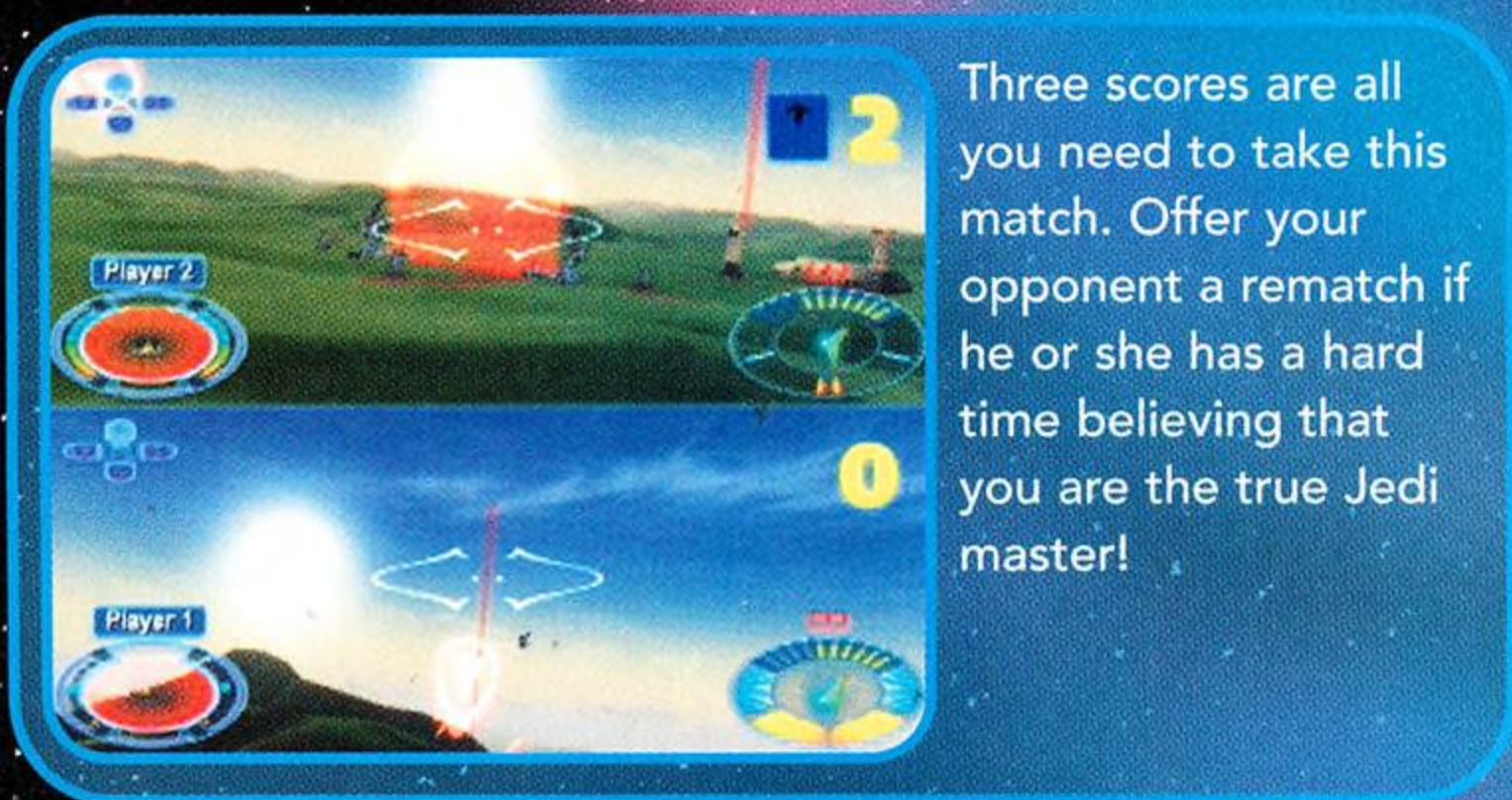
Watch out for these turrets positioned around the shields on each player's side. Though these little beggars can cause some damage, return a lot worse by giving them a proton torpedo. Let's see your opponent stop you now.



For a bit of fun, try to run your opponent into mines. This can be a big help when trying to return home safely with a flag.



**2** Three scores are all you need to take this match. Offer your opponent a rematch if he or she has a hard time believing that you are the true Jedi master!



# Cheats

If you aren't cheating, you aren't trying!

So you've beaten the game and gotten all the gold medals in every mission and bonus mission. Looking for a little more? Cheat codes add a whole new dimension to the game. Here are a few to get you started.

## NOTE

Enter the codes in Code Setup. Code Setup is found in the Options selection from the main menu.



## NOHUD



Enable this cheat to fly missions with an unobstructed view. Without the information from your HUD, your missions become tougher. Only experts need apply.

back erase select ok

## JARJAR



Flip the x-axis. For a real challenge, try a mission with this cheat on. Left becomes right, right becomes left.

back erase select ok

## MINIME



You are invincible. With this cheat on, enemy fire is nothing more than flashing lights. However, shots still shake your ship, throwing off your aim.

back erase select ok

## CREDITS



Give credit where credit is due. See the names of all the people who helped put the game together.

back erase select ok



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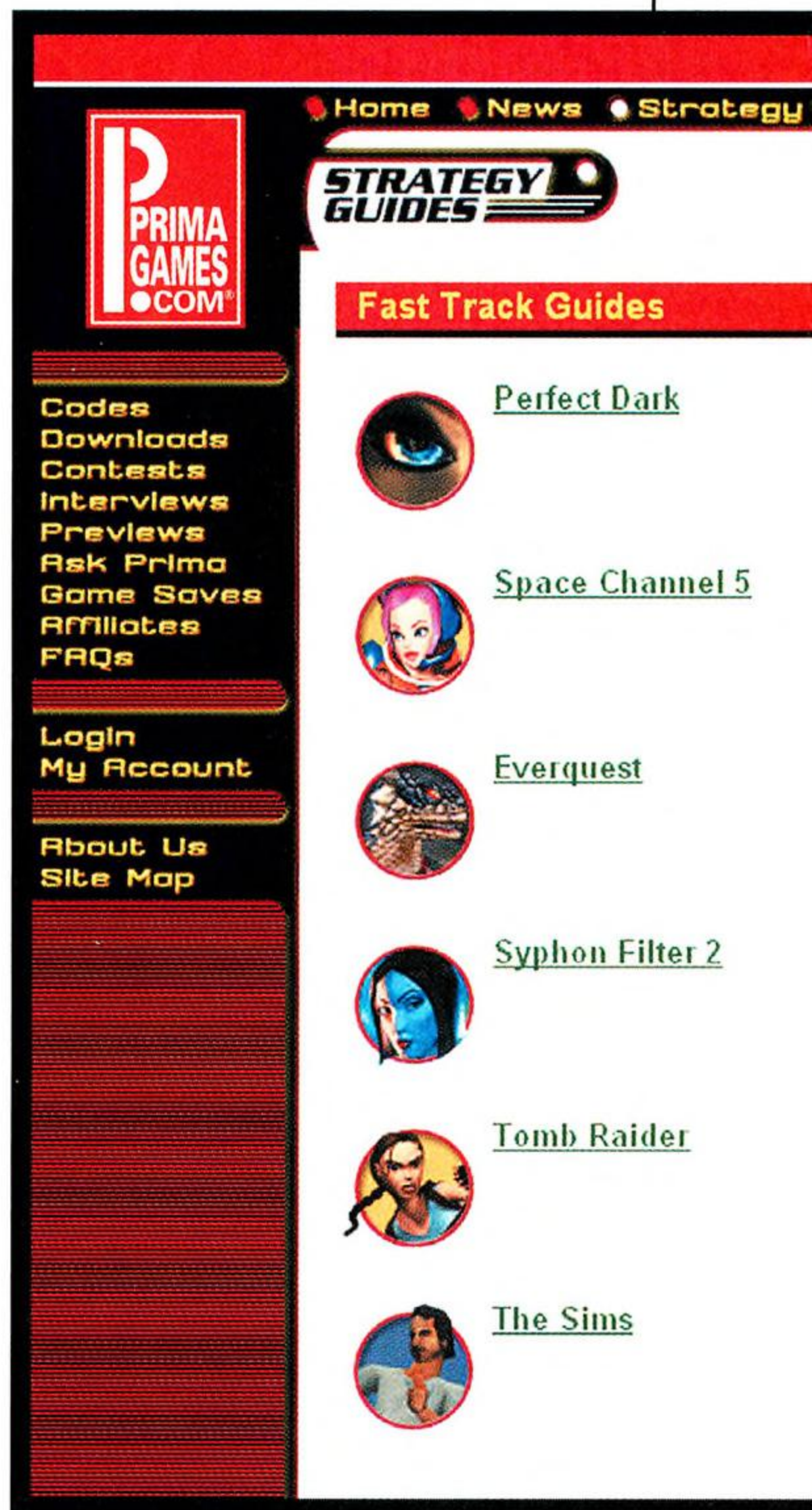
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